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February 1988

Number 26

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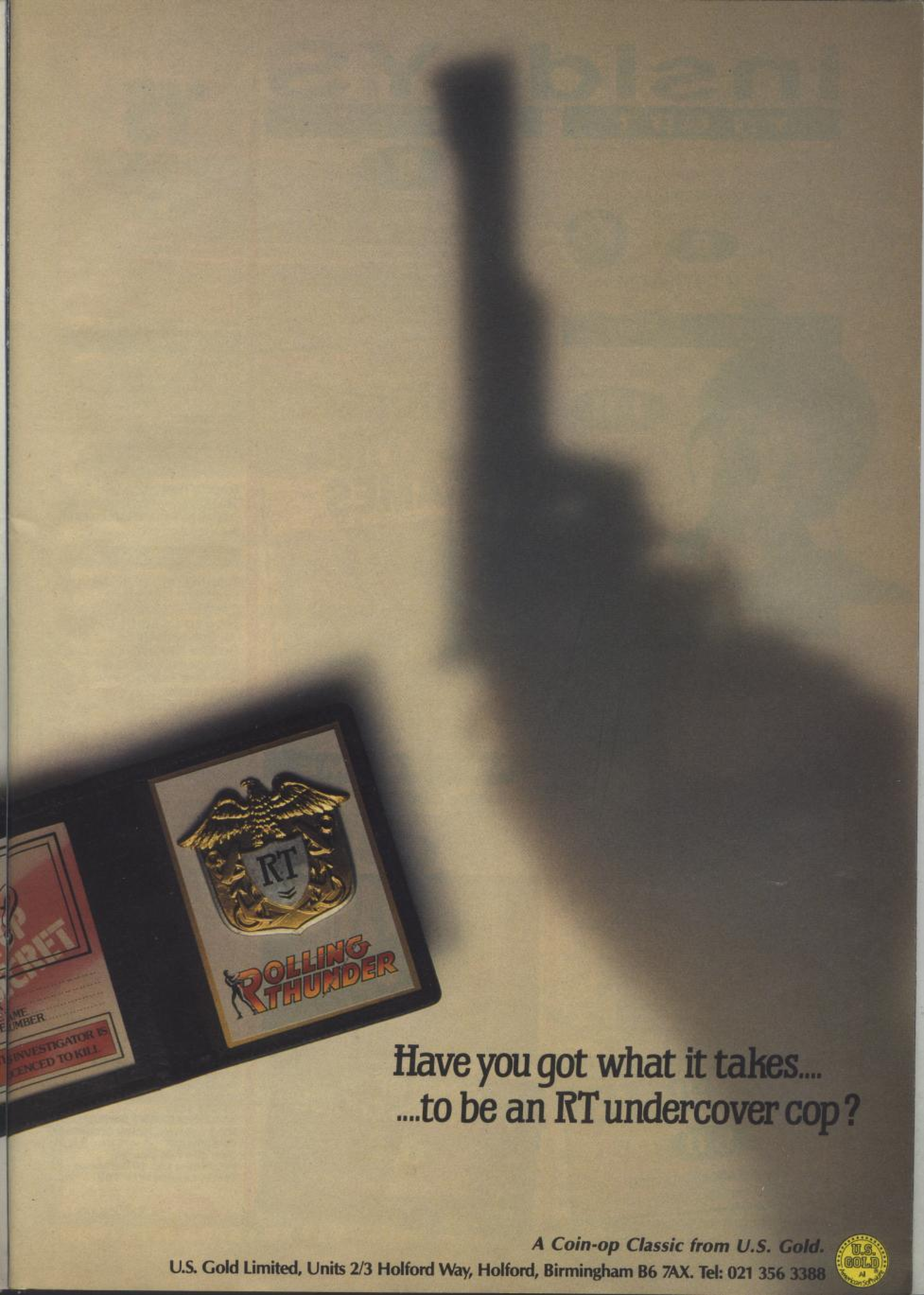
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YS GIFT

FREE BADGE!

Four designs! Find out how to collect the set!

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REGULARS

YOUR SINCLAIR

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ROMANTIC ROBOT present

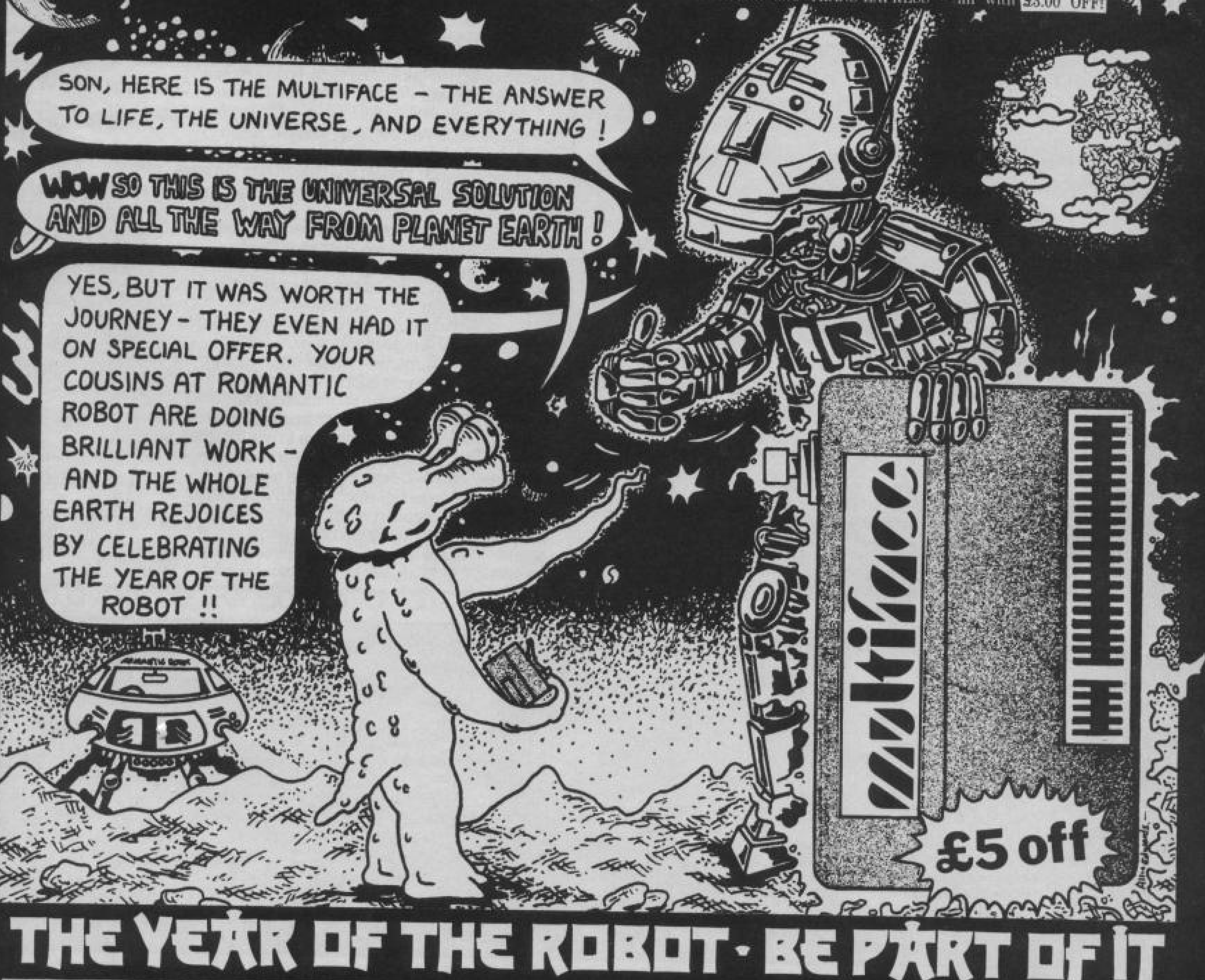
1988 – THE YEAR OF THE ROBOT

For 2 years we have been saying that MULTIFACE IS THE ESSENTIAL SPECTRUM COMPANION. Our adverts tried to describe on one page what reviews uniformly praised on many. We believe everything was said about it already (please send a SAE if you missed it) and everybody – even the extraterrestrials – knows that when it comes to copying Spectrum programs between **tape/disc/cartridge/wafer, there is ONLY one way, ONLY one solution, ONLY one product: the MULTIFACE.**

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But as our bid to celebrate the opening of THE YEAR OF THE ROBOT, you will have an opportunity to buy through mail order ALL of ROMANTIC ROBOT hardware with **£5.00 off** and software with **£3.00 off.** This unique offer will last until February 1988 only – provided the aliens will not get hold of the whole lot first .... Need we say anymore?

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frigidaire frontlines

Brr! Just to keep our news stories as fresh as the day they came in, we've popped 'em in the fridge. Let's see if they're still there... ping! ... Hey, have you ever wondered if the light really goes out when you shut the door?

DORKS Split — Official



Yes, it's true! The band that brought you the million selling albums *Hard Day's Dork, Dorks For Sale, Let It Dork, Howard The Dork*, and *Sgt. Peter's Lovely Hunt Club Dork*, the fab **Four Dorks**, are to split following 'creative differences' between **Peter Dork George** and the other members of the band. George, the band's bass player and Art Editor, is to go solo and has stated that "the split is perfectly amicable... I told them they were a load of rubbish and they agreed. I knew then that there had to be a parting of the ways". A band spokesman informs Frontlines that **Darrell 'King Dork' King** is to take over the post of Art Ed, although he says playing the bass might be a bit of a problem. The case continues. (But seriously folks, Pete is leaving, and we'd like to thank him from the heart of our bottoms and wish him all the best in his new job! Byeeeee!)

Trainspotters Through History

An irregular series in conversation with the World's Greatest Ever Trainspotters

11: David Vine



"Hullo add welcomb to Ski Spectrub*, dhe very firsd editiod of the pobular skiing prograb for a compuder magazine... add firsd on dhe piste is Philib Snoud for dhe* YS *teab. He's goig do attempd a trible scotch and lemmingade... add dheres dhe bell... a good stard... oooo... nasdy ice cube dhere, nearly fell on dhat one... makig good progress neow... ids interestig to node thatd Phil has been id the Briddish alcoholic skiing teab for over three years now... I thing I'b ride in sayig thad... or is id four... er two? Eddyway, this id a really good stard... who is it? Waid a minid, I'b god by binoculers here, er, waid a minid... er... where ab I? Whad ab I doig? Er, sorry aboud dis, I'll be wid you in a minid... Oh, yes, goddid! Philib Snoud! Yes, a very fide stard there add... oh, shoot! He's finid!"*

Whoooo! The snow is surging round my skis as I slalom down to Rathbone Place. I can just see Bob in his bobsled — and T'zer in her T'zersled too. And there's Phil on his Luge on the way to the loos.



Yes it must be Winter Olympics time again (seeing as January is hardly summer). But if you can't stampede off to Calgary, Ocean has the next best thing — and it doesn't even require a computer!

Instead you'll need a video with a still-frame facility to freeze the action (winter — freeze... geddit?). Then two to six players place their tokens at the top of the board and start the game's VHS tape running.

After a 15 second clip of icy action you're told to hit pause. Voilà! A random number of points appears on the screen — how clever — they've replaced a 10p die with a £299 video recorder!

You'll soon find that the 60 minutes of sporting moments are more thrilling than spinning a dice though, and the board-game race to win the gold medals is less chilling than shivering in Canada!

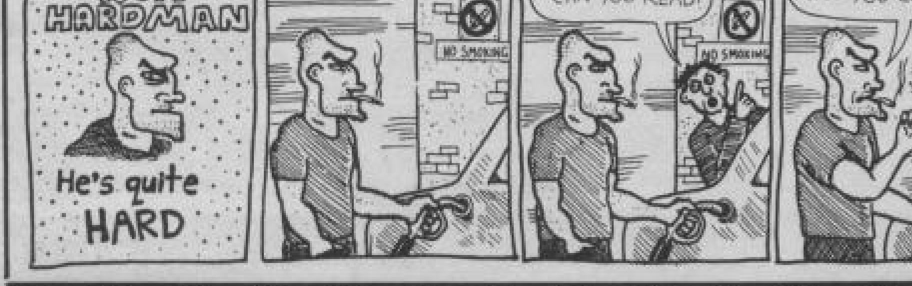
It's snow joke — Ocean has leapt aboard the interactive video bandwagon in a big way and at the end of their record run they score a massive 99.9 for the most interesting board game of the season! So skate off to your local games store and spend £19.95 on *Winter Olympics* before the thaw sets in!

Virgin Burnin' Rubber (no, we're just good Mates)



Virgin Games has just announced that it is to sponsor Formula First racer Mark 'Min' Smith, co-writer of the famous Avenger! ninja gamebooks. We sent our roving reporter to interview Min during a practice session:

***YS:** (shouting over the engine roar) Well, er, Min...*
***Min:** What?*
***YS:** Well, Min, are you pleased that Virgin is going to sponsor you?*
***Min:** Half past three.*
***YS:** How long have you been driving Formula First?*
***Min:** Oh right, just down that alley over there, first on the left.*
***YS:** Are you looking forward to being on BBC2s* Top Gear *Formula First Special, early next year?*
***Min:** About 15 miles per gallon.*
***YS:** Okay, thanks for talk'ing to us, Min, and good luck for next season. Bye now.*
***Min:** Of course I like girls, what are you implying?*



The Perfect Dunking Biscuit

Say hello to the wild and wacky world of Duncan McDonald, the cartoonist with a banana in his trouser pocket. (Or maybe he's just pleased to see us?) Dunc will be joining us every month in Frontlines with more of his offbeat humour and jocular cartoonery, and adventures of Andy ("He's deaf, dumb and blind"), Ron Hardman ("He's quite hard"), and coming next month, Peter Breakdown ("He's got a crane growing out of his head")! Watch out for his "off-the-wall" reviews in Screenshots, too. We must say, he's completely hatstand!

ONE TOKEN

FREE BADGE!

By now you should be wearing your free badge. Don't say we never give you anything. Nice badge, innit? What? You want the whole set? Cor blimey, guv, they're not cheap. It'll cost ya. You'll need to collect some *YS* Badge Tokens fron Frontlines. Over the next couple of months, we'll be printing these nippy little tokens in Frontlines. Collect two and you get another badge. Collect three and you can get two badges. Yes, and collect four wacky little tokens and you get three badges. Which means including the one you have already, you've got all four of the exclusive *YS* designer badges, absolutely FREE! Interested? Well hang on till next month, and we'll tell you where to put your tokens. (Eur, don't be rude.)

IT'S TOUGH ON THE STREETS, MAN.

'Man' of course standing for Manchester, where the play-offs for the Ocean/*YS* arcade-game-in-a-box compo (*Renegade*, actually) recently took place. In those mean streets only three men dared roam — Richard O'Mahoney (14), Charles Fomes (14) and Carl Wakefield (guess) — as a collection of surly heavies sidled out of a nearby building. Fortunately, they were all from Ocean, so everybody went inside and we got on with the play-off. With the result that Carl, from Heysham in Lancs, won by a fairly substantial margin — his prize the original arcade version of *Renegade*, specially reconstructed in portable form by Technical Steve at Ocean. Charles and Richard walked off with oodles of goodies, and we all had a splendid day. Our thanks to Gary and everyone at Ocean for all their help and hospitality.



The winnah!

Some Kinda Jones

Win 10 copies of Piranha's Halo Jones

YS COMPO



Well, no. Not ten copies all to yourself, just one each for the ten winners, right? Okay, now we've got that straight, we can tell you all about it. *Halo Jones* is a well crucial (to those in the know) 2000AD sci-fi comic strip character, and the next in what appears to be a run of stunningly high quality licensed games.

To be in the running for one of these super-duper and vair trendy new games, just answer this simple question:

Who wrote and drew the *Halo Jones* strip in 2000AD? Was it:

a) Wayne Dobson and Dick Pleasant
b) Alan Moore and Ian Gibson
c) Curt Swan and Murphy Anderson

Answers on a postcard please to: Gimme Gimme Gimme A Halo Jones Game Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Closing date for entries is February 29th 1988. (Yes, it's a leap year... Boing!)



Good lord, is that **Teresa 'Ed' Maughan** under a huge *YS* banner? It is! What's it all about, Teez? "It's Tasman Software's new *TAS-SIGN* program, which allows you to print HOOGE eeNORRmus signs, like this one I prepared earlier." That sounds fun. What's it cost? "It's £17.95 from Tasman, Springfield House, Hyde Terrace, Leeds LS2 9LN." Fab... er, you can put your arms down now... (crunch!)

Hullo, what's this? David 'Martech' Martin talking to Electronic Arts man, John Forrest? Let's listen in for a minute...



David Martin: So, that's the deal then, John. You distribute our games and then you and I get to do lunch about 14 times a month.
John Forrest: That sounds fine, David, but where shall we go?
David Martin: There's a nice little restaurant around the corner from here, that does the most spondicious *fillet mignon*.
John Forrest: Yup, good call, Dave, but what about the wine list?
David Martin: Well, there's the Vinho Verde, a pert little Bordeaux, and a really wicked Dom Perignon '55.
John Forrest: Outstanding. Okay, we'll meet outside the tube station at about 12.15 next Wednesday, right?
David Martin: Crucial. Totally out to brunch, nar tay mean?



Tizers

It's odd really. We've only just got over the deluge of games poured out of the software houses before Christmas (or to be fair you may have — we're still being inundated and they're already thinking about what they've got lined up for 1988). Phew! Let's start with Mirrorsoft, which has one or two well wacky titles on the stocks. *Dark Castle* is a cracking piece of 16-bittery, first seen on the Macintosh, which surely cannot fit onto the Spectrum — let's wait and see. And *Fox Fights Back* is a curious idea from Denton Designs, which apparently has much to do with fox hunting. Hey, political! My name's Ben Elton, goodnight!

A small noise in our ear (okay, it was Ian Andrew, ringing us up) informs us that Incentive is preparing another game using its revolutionary Freescape™ technique. Will it match Snouty fave *Driller* in scope and playability? Hard to tell, as the programmers have only just started it. Still, watch this space . . .

Grand Slam sounds a good name for a software house, especially one that used to be called Argus Press Software. Argus' old boss Stephen Hall has bought out the company, and promises a notable rise in game quality, which after *The Tube*, *Grange Hill* and *Defcom* wouldn't be too bad an idea. Among his plans are *Peter Beardsley Football*, about which we are over the moon, Des, a brand new *Grange Hill* game and an even brander newer thingy based on the *Flintstones*. Yabba dabba doo!

US Gold (or rather its offshoot, Go!) has signed a huge deal with Jap arcadesters Capcom, so expect to see a number of brainblending koin-op konversions appearing on most formats over the next few months. Titles under discussion include *1943*, *Black Tiger*, *Street Fighter* and *Tiger Road*. Capcom is best known for a number of corky games like *1942*, *Commando* and *Ghosts 'n' Goblins*, all of which came out on Elite.

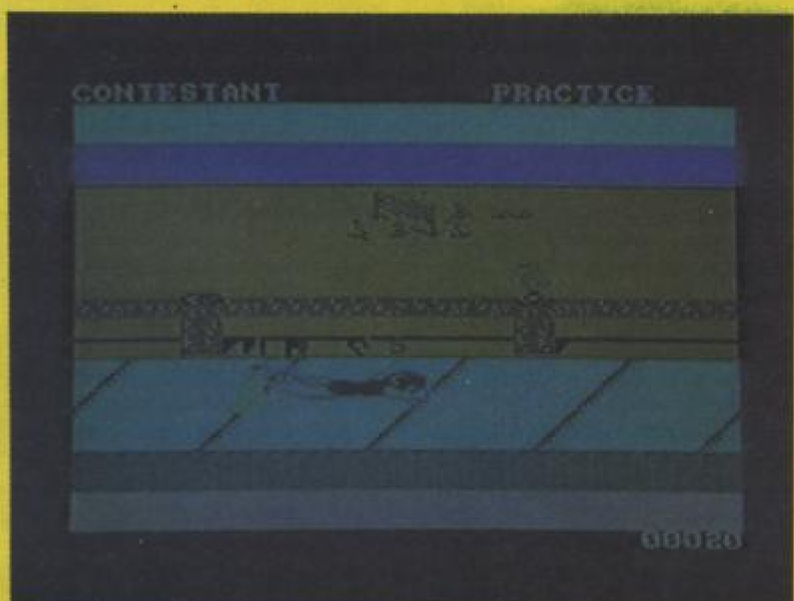
All the budget houses seem to be queueing up to re-release everybody else's old games. Alternative, for one, has signed up the rights to "five or six" old Piranha games, including the Don Priestley classic *Trap Door*. And Mastertronic has just concluded an even bigger deal with Activision, so expect to see games like *Ghostbusters*, *Ballblazer*, *The Eidolon*, *Tranformers*, *Aliens* and *Rescue On Fractalus* coming soon on the Ricochet label. Nobbad, hey?

FUTURE SHOCKS

Look into *YS*'s crystal balls (oo-er) and see what the New Year has in store for you. Could it possibly be a few games? (Surely not.)



Surf's Up, as the Beach Boys used to say. The art of surfing, it seems, has a lot to do with wiggling your joystick from side to side and avoiding the oncoming surf. It's remarkably easy to wipe out or fly off the top of the wave (splosh), but never mind — it's a lovely big sprite, n'est-ce pas?



S'weird, but when your roller-skater trips over a clump of grass, crisp wrapper or whatever, he/she has an enormous tantrum and thcweams and thcweams and thcweams, as he/she is doing in this screenshot. Colonel? "If you ask me, the bounder deserves a damn good thrashing!"

California GAMES

PREVIEW OF THE MONTH

Wish they all could be California Ga-a-ames! Yes, you knew that was coming, dincha? Epyx's mega-Commodore-hit is now out for the nation's more, well, popular machine (hem hem), and like all that label's previous collections of wacky sports, it's awesome. Like, totally. Like, it's radical. Tubular, in fact. And the games are, like, well gnarly. (Translation from the Californian — it's pretty useful, and tricky to boot.)

California Games is the sort of thing we preview-writers describe as 'long awaited'. There are six games in all, every one the sort of activity you can well imagine those Californian chappies getting up to in their moments off between making deals, starting up film production companies and generally not doing very much at all.

So we start off with **Half Pipe Skateboarding** (it's that Condor moment) which should be familiar to the unbelievably hip among YS readers *(Hello? Phil)*. **Foot Bag** is described as 'probably the most laid-back event' (hey wow), and involves you juggling a bean bag in the air with your feet. Pretty energetic, huh? Judging by what we've seen, it's about as athletic as a Big Mac (but at least it doesn't make you throw up!).

The third event is **Surfing** — you'll certainly have fun fun fun with this, at least until your daddy takes the T-Bird away. It's pretty tricky, too, keeping both your surfboard on the wave and you on the surfboard without constantly wiping out. **Roller Skating** seems a very Californian way of getting around *(Tax-i! Ed!)*, but there are some stiff hazards to face as you try and skate down a beach boardwalk — cracks in the pavement, puddles of water, shoes lying in your path and even (gasp) flying beach balls! S'pose it makes a change from massive fleets of alien craft trying to blast you out of the ether.

BMX Bike Racing should also not be unknown to regular gamers, but if truth be told, this one's probably the weakest of the six gamelets on offer. Finally, **Flying Disk**, which is not what happens when you plug in the +3 with the kettle lead, but a non-copyrighted way of saying Frisbee™. It's a goody, this one *(D'ya mean, like, totally tubular? Ed)* — you need first to throw the thing properly, and then catch it as well, being Linford Christie and overtaking it in flight every time. You need to be totally bio, way aggro and a gnarly dude to get through it, which sounds either expensive, painful or illegal to us, but never mind.

California Games is out now from Epyx, via US Gold, at £8.99. A fuller review follows next month.

DAN DARE II



Dan Dare, the one-man army with a total loathing for the colour green, has returned. Yes, he and the Mekon have come back to do battle once again — but this time Mekon has brought his pals, the Supertreens along.

The Supertreens are yet another invention of the Mekons twisted genetic experiments, developed to wreak havoc on an unsuspecting Earth.

Dan, of course, must stop this evil plot in its fruition in order to save the world.

The Mekon's ship is split into four levels, with each level containing a handful of hibernating Supertreens. Dan will need to destroy all the Supertreens before moving on to the next level. This sounds all too familiar.

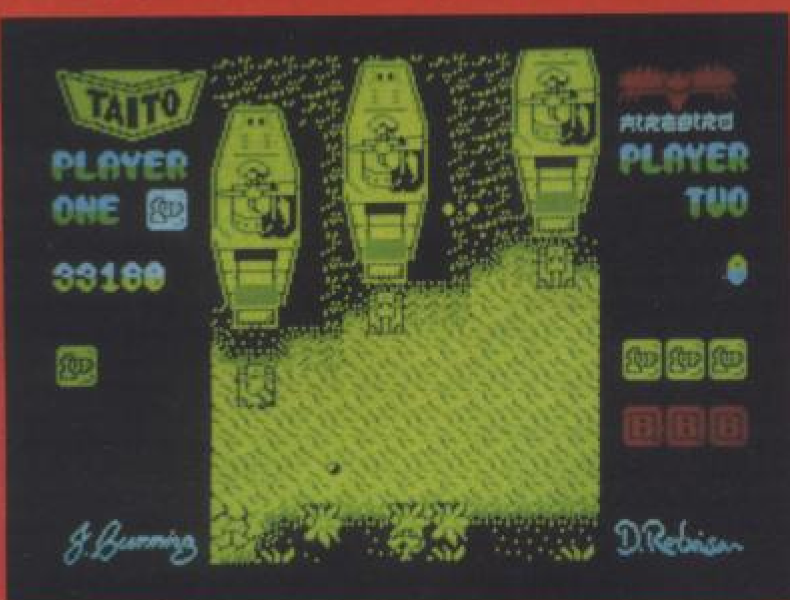
You can, of course, choose to let your darker side show by playing the part of the Mekon, in which case you have to eject the Supertreens one by one on each level.

Whichever you decide upon, you'll need to see Virgin first to get hold of a copy, clutching £9.95 in your sweaty paws.

FUTURE SHOCKS

FLYING SHARK

What does the world need now? Global peace? An end to hunger, pestilence and war? Nah, how about another vertically scrolling shoot 'em up! That's much more like it! And we're a lucky bunch of coconuts, make no mistake, 'cos thanks to Firebird, Taito's corky shooter *Flying Shark* is now available for the Spectrum. Too late for review in this ish, it certainly looks pretty, and we'll be seeing whether it plays as prettily next month. Meanwhile, take a swift Dewhursts at these screenies, or if you really feel like it, go and shell out £7.95 at your local games emporium, 'cos it's out now!





HALO JONES

Fwoar! You remember *Halo Jones*, don't ya? Yes, that's right, the fruitiest fruit in the whole of 2000AD — well, with the possible exception of Judge Anderson that is. Life's been pretty boring since she left the army, in fact she's gone back to her old neighbourhood, The Hoop, a ghetto for all the unemployed folk in the USA. (Doesn't it really irk you that 2000AD, a successful **British** comic, sets all its stories in America?)

The point behind the game is that Halo must go to the shops to buy her monthly rations. This mightn't seem like too difficult a task to you, but you wouldn't say that if you lived in The Hoop. Gangs of wild punks, lizard men and clouds of gas are everywhere, every one of them on the pavement out to get you or do you over for all your groceries. But Halo isn't worried, 'cos she's packed the usual shoppers accessories, you know, hallucinogenic gas bombs, machine pistols, a hand held anti-tank projector, baseball bat, a Stock Aitken and Waterman record ... all pretty offensive weapons, we think you'll agree.

Halo Jones is out soon from Piranha, and should be in the £9.95 bracket. Nip out to the shops now and get it... but don't forget to take a big stick.

NORTH STAR

Right. Where were we? Oh yes, 2499. No, that's the date, not the price, dummy. So wossis *Northstar* then? Not a man, nor a place, not even a brand of toothpaste, but a highly classified project so secret that, sadly, we can tell you very little about it. Much of this Future Shock has, unfortunately been [redacted] by order of the High Court. Sorry, that should have read 'censored'. But this is serious. *Northstar*, unbeknownst to anyone, has gone tragically [redacted]. Its [redacted] are the hands of alien marauders (oo-er!). Only one [redacted] can stop them and [redacted] reactivate the [redacted] before everyone on Earth starves [redacted] to [redacted], and that person is [redacted] Well, it had to be, really, didn't it?

Northstar is out in [redacted], and will cost £[redacted].





IRON HORSE

This slot seems to be turning into Konami Loading Screen Corner, 'cos for the second month in the row that's all we've been sent. But we're merry funsters here, and we'll print anything (for the right consideration, hem hem). You may know *Iron Horse* from the arcades — from what we recall, it's a scrolling western type thingy a bit like *Express Raider* (or was it the other way round?). Still, it's due out now at £7.95. Review next month, with a birra luck.

FUTURE SHOCKS

BLOOD VALLEY



There you are, just passing the bus stop, when WHOOOOSSSHH! You suddenly find yourself in the fantasy world of Orb, hunted down by the Archveult, a mighty warrior whose appearance alone is enough to terrify the stoutest heart *(That must be Phil they're talking about. Ed)*, and whose people, the Firedrake, have been ordered to root you out and kill you.

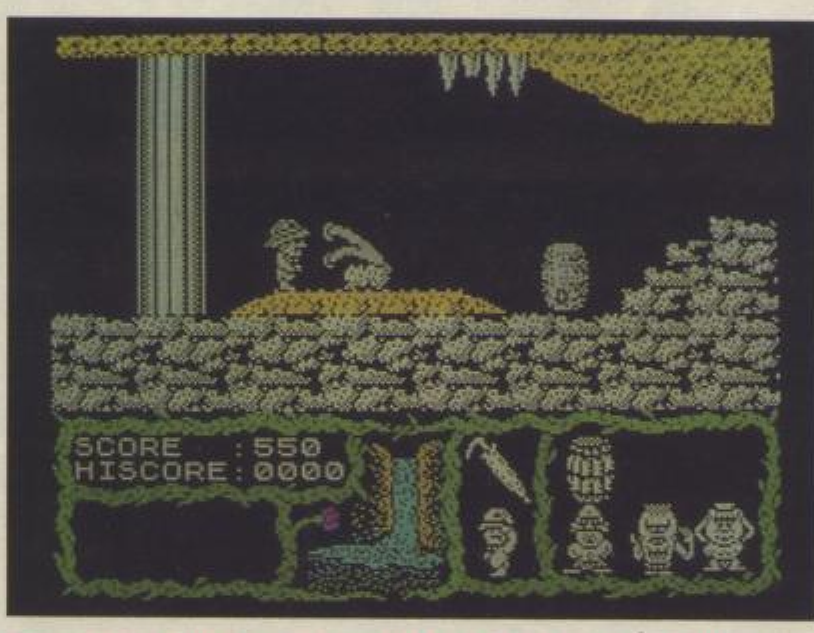
And you thought Benidorm was bad. Still, it's all in a day's work for a fantasy hero.

Gremlin's *Blood Valley* is based on the Duelmaster books by Mark Smith and Jamie Thompson (authors of *Way Of The Tiger)*, which seems pedigree enough. Although initially planned for November, it'll be out in the next couple of weeks, at the usual Gremlin damage of £7.99.

TERRAMEX



You've got five characters to choose from in *Terramex*, each with different skills and capabilities (although in our early, instructionless attempts at playing the game, we were not too sure what they were! Here you are floating around the desert — your aerial status (*I use Persil myself Ed*) is thanks to a vacuum cleaner you happen to be holding at the moment (look at the display below). Well of course.



Down in the depths (you'll need to be *well* sure of where you are in order to get there — heavy hint) there are all sorts if nasties down there waiting to grab you. That stone next to your character is usually quite harmless — until suddenly these two massive wibbly things leap out at you. Aargh!

No, it's nothing to do with Lee Trevino, but the latest game from Quicksilva and, unusually for that label, an arcade adventure. We've got a *Terramex* compo somewhere else in this issue (we're giving away a snappy new camera and, er, a cricket bat), but before you look at that, look at these — looks a bit like *Jack The Nipper* Deux, doesn't it? No bad thing, at that. The game should be out now, at £8.95.

DENIZEN

Of the deep? Well, it seems that we've lost all contact with our orbital plutonium refining station, thanks to our old enemy Jabba McGutt and his Alien Syndicate (sounds like a heavy metal band, dunnit?). So, in you go to sort things out, equipped with two M12 heatseeking 'Airdog' missiles, a state-of-the-art semi-automatic 'Quickill' rifle, Startrooper issue body armour and a pair of Nike trainers (poo). Good luck. You'll need it.

Denizen was written by Paul Griffiths and Martin Severn, and it's out now-ish for £1.99.



AND NEXT MONTH...

... some more of those legendary games we've heard so much of. So expect a butchers at Martech's *Megapocalypse Buggy Boy* from Elite, Ocean's *Quondam*, *Captain America* from Go! and possibly even a review of *The Hunt For Red October* by Grand Slam. Coo, it isn't half dark in here. They did tell me about it, but nothing really prepared me for this. You could go completely hatstand in here if you didn't watch out. You probably wouldn't tomato ketchup realise it, either. Is this an aardvark in my trouserpress? Yibble yibble yibble...



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The ultimate experience for trigger happy arcade astronauts...
The threat: the tyrannical Bozon, who aims to exterminate the earth and it's people. The mission: Lieutenant Henry and Sergeant Sanders must save the Blue Globe. Battle your way through the waves of alien attackers forcing a path into their gigantic underground empire where the attack intensifies from all quarters - the underground sea as well as hidden enemy positions in the cavern wall. Finally, face Bozon's ultimate weapon, "The Mobil Armour Sentiper" in a desperate fight to the death. Classic "shoot 'em up" action combined with brilliant graphics and an outstanding test of reflexes.
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Letters

WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.



STAR PERV

I bought the November 87 issue of your magazine and it is fair to say that I am very disappointed with it. There were no naked women, no whips, no stimulating stories and no readers' wives. Instead, there was just a lot of highly amusing, entertaining and informative talk about computers, computer games and other computery things — though there was a comic called *Viz* which was very funny. I don't see how you can expect to compete with other titles such as *Knave, Men Only, Fiesta* and *Sunday Sport* with this approach. I suggest you rapidly change your content to feature more breasts, buttocks, tongues, whips and so on — the only people I can see buying your magazine are computer owners — so come on, pull your socks off (and the rest!).

A Star Reader (slaver, pant, bonk, bonk!)

*I'm disgusted at your attitude. You're probably one of those rubber keyboard owners with a floppy one! If you want a seedy magazine full of filth and garbage go and buy*****. And for your information I don't wear socks, I wear stockings with suspenders and a garter and... oo-er whatagiveaway!* **Ed**

BIG EARS!

I was cleaning out all the black bits from between my toes with a ZX81 the other day, when I suddenly realised the answer to the ultimate question — how to become a star letter winner. It's really easy — all you have to do is follow these simple instructions...

1. Complain about the price of *YS*: Groan, waffle, quid, drone, pound, blah.
2. Talk about a cheat in a game: In Mastertronic's *Jason's Gem*, pressing A, S and W at the same time on the menu screen gives you infinite lives.
3. Comment on the price of games: Ten quid!!! Think how many Mars bars you could buy for that!
4. Say something about machine code listings: AOF 123BOE87! 6C9507D!!!
5. Mention the reviews: I think (wow) that two people should review each game to give a more general impression.
6. Write a sentence about sending off to software houses: Ultimate sent me a giant poster for a C*mm*d*re game.
7. Ask 'Are you a goblin?': Are you a goblin?
8. Pretend to live in the future: My space-ship is parked at a parking meteor.
9. Think up some stupid use for *YS*: I've got a stupid one all right. I *read* it!
10. Claim how poor you are: We had to sell our Jaguar XJS to buy a copy of *YS*.
11. Suck up to *YS*: It's great, it's fantastic, it's amazing. (So is *YS*)
12. List a great game you've written:
```
10 PRINT "HEY I'M ON TV!"
20 PRINT "PRESS ANY KEY": PAUSE 0
30 GOTO 10
```
83. Claim you can't count: I can't count.

When you've done all that, put it in an envelope (along with a fiver) and send to *YS*.

Andrew "Noddy" Carmichael
Dollar, Clackmannanshire

Sorry, but you don't qualify for a star letter because you forgot to mention how beautiful I am. Not only that, but you reckon we can be bought for £5. That's an insult we'd want at least £20! **Ed**

DOODLEBUGS

Keep on doodling — its a doddle! Send your cartoons to Doodlebugs, *YS*, 14 Rathbone Place, London W1P 1DE. Remember to use black ink and unlined paper — otherwise we can't print it! There's a prize of a new game for any cartoon we do bung in.



This month's cartoon was drawn by Phiz Colling, who claims to be a Goth now living in Ipswich ***(Visi or Ostro? Ancient Tribes Ed).***

YS RULES OK!

Last week at school, the class had to think up a survey. We were asked to go out and ask people questions that we had thought of. My topic was computer magazines. A hundred people were asked "What do you think the best computer magazines are?"

Here are the results (Spectrum magazines only):

Your Sinclair	51%
Crash	30%
Sinclair User	19%

So this proves that *YS* is the most popular magazine of the 80s.

Marc Rogers
South Benfleet, Essex

Thanks, Marc. The cheque's in the post. **Ed**

SPOT THE PILLOCK

So! A picture's worth a thousand words. Here's one to save me a biro: The Definitive Trainspotter, spotted on the Southampton/Salisbury line, trainspotting. Dare you publish?

Chris Lee
Romsey, Hants

Yes we dare. That's some Trainspotter alright. The brown anorak, the notebook, the brushed denim jeans, the bobble hat and glasses, But what gives it all away is the Pan Am bag — ugh! **Ed**



ADD-ENDUM

Ta lots for the calculator from the mega-compo, it's super fab. I've done lots of sums on it so I thought I'd tell you about some of the more interesting ones:

i) $0 + 1 = 1$
ii) $2 \times 3 = 6$
iii) $14.728163 \div \sqrt{(9.941)} = 4.6712547$
iv) $5 + 3 = 53$

Martin Highmore
Exeter College, Oxford

PS (iv) isn't true.

Is your letter what they (Who they?) call a figure of speech? Summing up though I'd say it's six of one and half a dozen of the other when it comes to putting two and two together to make four! **Ed**

Letters

OCH AYE!

Why is it that *Monty Python's Flying Circus* gets shown in England but not in Scotland?
An eagerly awaited piece of tin foil from Vulcan
PS People who put things in bathtubs should be denied access to railway stations.

Monty Python's Flying Circus wouldn't be quite the same with sub-titles now would it? And as for people who put things in bathtubs, not only should they be denied access to railway stations but they should be forced to watch the Des O' Connor Show as well. **Ed**

FLASH TRASH

I'm writing to complain about the load of rubbish you gave away with the November issue.

Perhaps that was the only way *Play For Your Life* could get into people's homes. Run For Your Life would be more appropriate, run away as far as you can from one of the most boring, slow, unskilful, unplayable load of unrepeatable trash. What a letdown after the brilliant *Batty*.

For those who missed the 'giveaway', thank your lucky stars. Don't waste the time or more to the point, money, in trying to buy it. It's more exciting watching it load!!
Michèle Harrison
Selston, Notts

Well really! There's no pleasing some people. We give you an exclusive game which effectively costs you 50 measly pee and all you can do is moan. There are some people who had a lorra lorra fun playing it — see the next letter. Not everybody likes the same games — just be grateful that you did enjoy Batty! **Ed**

PLAY IT AGAIN

Now look here! The fab exclusive game-on-the-cover, *Play For Your Life*, is great, but there's only one snag. It's so easy. As they say, easy peasy lemon squeasy! On my fourth go I completed it. Yes, I know, all 26 levels! The idea is to get just before the net and whack the hell out of your opponent! Since I've completed it, the question is "What do I do now?"
Gareth Pitt
Bilston, W Midlands

Don't ask me! Maybe you could read War And Peace or study the detritus in your belly button. Alternatively, you could play the latest game on the cover — Moley Christmas. *That should keep you busy for at least two months!* **Ed**



TRAINSPOTTER AWARD

WHOOPS!

I hereby claim a Trainspotter Award for noticing a mistake in the November issue of YS. In *Future Shocks* you said *Magnetron* was £2.99. Well actually it is £7.99. You PLONKERS!
Tony Cheung
London NW8

There's no need to be so rude. We all make the odd mistake you know and pay the price! (Groan.) But to make up we'll send you a Trainspotter Award for being such a clever cloggs. **ED**

LEAVE IT 'AHT

With regard to your preview of *Andy Capp* on page 11 of *YS*'s November issue... Presuming the exclamations 'Do wot', 'Leave it aht' and 'As it 'appens' are attempts at Cockney dialect, I would just like to point out that the cartoon strip hero of this game is a Geordie, and so is more given to uttering phrases like 'Gan canny' and 'Haway the lads!'. Hence his tendency to call his wife 'pet'.
Nick Danagher
Littlehampton, West Sussex

Well, take me to the foot of our stairs. Cockney, Geordie, Welsh — it's all foreign to me who like wot speaks the Queen's English, knoworrimean? **Ed**



THE GREAT VIZ DEBATE!

VIZ-OFF!

I have never written a letter to complain about a magazine/comic but your free 'gift' of *Viz* has made me do so.

My son is ten years old. He takes great pleasure from his monthly computer magazine, *Your Sinclair*. He does not expect to receive copies of vulgar comics with it.

I thought *Viz* to be rude and nasty and totally unsuitable for the type of children reading your computer magazine.

I think you should think more carefully about enclosing such material again or I am afraid you will lose your valued customers.
Mrs Hilary Shaw
Wilmslow, Cheshire

My son, aged 12, has bought *Your Sinclair* for the past 12 months and we have been, on the whole, pleased that he should have the magazine.

However, the recent edition incorporated the *Viz* comic which is not only highly questionable but also, on its own admission, is unsuitable for children under 16 years, without parent's consent.

If I cannot rely on *Your Sinclair* to stick to computers and avoid material such as *Viz* which I do not want given to my children, then the magazine cannot be bought.
J T Lamb
Ashford, Kent

Having purchased *Your Sinclair* magazine for my son every month since he owned a computer I was disgusted with the *Viz* comic enclosed with the latest edition. I have no wish for such filth to come into my house in this underhand manner. Surely it should be possible to buy a computer magazine without worrying about hidden offensive material.

I would like your assurance that this, or anything like it, will not be repeated.

I am certainly considering cancelling my order at my newsagents.
Mrs Sheila Summerville
Rochdale, Lancs

We have had a few complaints about the contents of Viz, but it's our opinion now — as it was before it was published — that there is little, if anything in it that can't be seen every day in the national press or on prime time television. The word 'crap', for instance, is now acceptable on TV before 8pm, which is when one or two YS readers do occasionally watch it. Moreover, a swift journey on public transport should be enough to convince even the most sheltered parent that worse language than this is used in regular conversation by a large proportion of the population. We do not necessarily condone this — and we would never print anything that we considered offensive — but we stand by our decision to enclose the Viz sampler. While the normal Viz comic, as Mr Lamb says, is not usually available to anyone under 16, this supplement was specially prepared to appeal to a younger readership — ours, in fact.
What did you think of it? **Ed**

VIZOUT IT!

I am writing to complain to you about the free comic with the November ish of YS. I didn't get it! I bought the mag whilst on holiday in Birmingham (exotic, eh?) and there was no sign of an advert for a free comic on the cover of the mag, and I bought it without realising there was anything else to go with it.

However, a couple of weeks later in Colwyn Bay I noticed a November ish of *YS* with a free comic attached. Why didn't you mention the comic on the cover of the mag? If you had done I would have asked at the till about the comic.

I have bought your mag since ish one and I think it's great, and until now you have always mentioned the free gifts on the cover, so that I was able to get them at the counter.

Anyway, is there anywhere I could get hold of this comic without forking out the quid to buy YS again?
Gary "Completed *Road Runner*" Jones
Colwyn Bay, Clwyd

Some newsagents didn't get the Viz supplements, through no fault of theirs (or indeed ours). So unfortunately there's no way you can get a copy unless you obtain a back issue of YS. Sorry about that, but they're now as scarce as an aardvark in a nunnery!

Letters

AFTERNOON CLOSING

As a regular overseas reader I've had a right gutsful of paying the top dollar for your magazine and getting as much use out of your compos as an ashtray on a motorbike. What chance have we got of competing in a compo which closed two months before we get the latest issue?

Tidy up your act on this one, 'cos on your present track record you deserve a bagful of the latest stock bonds tied around your neck with a red hot Speccy heat sink... c'mon, you can do better!

Ron Scarlin
Mataura, New Zealand

We have so many competitions an issue that it would be impossible to extend the closing date. You would have to wait even longer before you get your prize. If you took out a subscription to the mag not only would you get it earlier but it would cost you less as well. **Ed**

EEE BYE GUM

I am writing in complaint *(Not another one! Ed)* about an article in the November issue of YS.

In this article it says about Alton Towers, and I quote, "There may not be many reasons to venture further than Watford Gap". I find this an insult to all the northern readers and I feel an apology is necessary before I can buy your magazine again.

There is nothing wrong with the north and there are many reasons why you should venture further afield. For instance, we have all the good football teams, Alton Towers, Sellafield Nuclear Reprocessing Plant, and let's not forget *Coronation Street!*

While on the subject of *Coronation Street*, may I point out to all southern readers that we don't all talk like Curly Watts (October's Great Trainspotter) and we are not all dustmen!

Simon Cronan
Poynton, Cheshire

True, I do know one person who lives up north who isn't a dustman — he keeps whippets instead. **Ed**

TANX VERY MUCH

I claim to be the first person who has ever mapped *3D Tanx*, destroyed the mothership in *The Hobbit*, not used the cheat mode in *Elite*, played *Eye Of The Moon* and *Star Trek*, got infinite lives on a Lenslok and been impressed by the ZX81's graphics.

Michael Brocklehurst
Carterknowle, Sheffield

PS If this gets to be star letter, how can you send me my fave games? I've already got 'em.

It's pretty damn lucky then that it's not the star letter. **Ed**

SMALL PRINT

Doesn't the Ed look like Dame Edna Everage?
Simon Percival, Wakefield
Hello daarling possums, I may like the ol' gladdies but I don't look a bit like that ol' windbag, now do I daarlings? **Ed(na)**

I am a crawler.
Matthew Gaskell, Merseyside
There's nothing wrong with being a late developer. **Ed**

Marcus is a skizzledozzer!
Mark Tonks, Selby
And you're a tonker! **Ed**

I think T'zer's a stupid name.
Sam Hamilton, Barnsley
Sam's pretty naff as it happens. **Ed**

Notice I didn't use the word 'mega'!
Matthew Doulton, Burnham-on-Crouch
That was in fact the first thing I did notice. Amazing! **Ed**

T'zer is well 100% fit.
Anthony Carr, Middleton, Manchester
It's true! I can run for the bus without getting puffed out! **Ed**

My ears look like Mr Spock's (wagga wagga).
Markie Robertson, Paisley
How do you know what Mr Spock's wagga wagga looks like! **Ed**

T'zer! Join my harem!
Grunbubbly The Peewit, Crater 12, The Moon
Bog off! **Ed**

DO WHAT?

Please include this on the Letters Page:

Z

Rex Parker
Tiverton, Devon

AOK! **Ed**

ENDURO-NCE TEST!

On page 29 of the November YS it said that the person who sent in a map of *Enduro Racer* "must be the only bloke... who actually thought of making a map."

Well you are wrong. I thought of making a map of *Enduro Racer*, but as I can't get past level three, it was a bit difficult.

Robert Wilkins
Llangunnor, Carmarthen

Huh, that's like saying, "I've thought of going to Pluto but as I haven't got a rocket it's a bit difficult." Worra cop out! I don't believe for one minute that you thought of making a map — so on yer bike! **Ed**

SOUL MATES

Since reading September's YS, I've started looking at my winkle in a new light. Contrary to popular belief, winkles are very affectionate, highly intelligent and amazingly loyal. I look forward to herring from other fish lovers — any correspondence is whelk-ome.

Herbert Halibut (age 13)
Morden, Surrey

PS I could send you a picture of my winkle if you want.

Pooh what a tench — must be something fishy going on! I personally prefer cockles than winkles — they're much more fun at parties. Still, I cod be wrong, so send us a piccy of your winkle anyway. **Ed**

AND FINALLY...

I totally disagree with the last letter.

Richard Pelley
Westbury-on-Trym, Bristol

So do I Richard darling. Aren't you the last letter? **Ed**

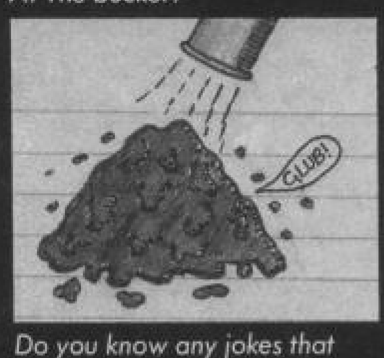
KINDLY LEAVE THE STAGE

This month's crap jokes come from **Mark Middleton** of Burton-on-Trent, **Captain Kirk** of Stockport and **Skippy The Kangaroo** (alias Marcus Light) of Allerton. I say I say I say...

Q: What do you call a cabbage patch kid with big boobs?
A: Dolly Parton!

Q: What did the Irishman call his leopard?
A: Spot!

Q: What's the difference between a Commodore owner and a bucket of slime?
A: The bucket?



Do you know any jokes that are worse than these? You do? Well, whaddya waiting for? Send them to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. There's a glistening YS badge for every one printed!

DESERT ISLAND DISKS



This month's castaway is in fact one of the winners of our PCW Show *Batty* Challenge, **Andy Lowe,** who knocked up 77,130 in about 0.1 second. Here are his all-time faves...

Sabre Wulf/Ultimate
In my eyes THE best, most addictive Ultimate offering. Anyway, it's still great fun just jabbing the sleeping hippos!

Back To Skool/Microsphere
Fantastically playable venture into school naughtiness. A jump ahead from *Skool Daze*, if only because of the snogging.

Zynaps/Hewson
About the closest that the Speccy will ever get to a good, solid, arcade-style shoot 'em up. It's fast, has brilliant graphics, and it's difficult but *possible* to complete.

Blind Alley/Sunshine
Phew! Now this *is* going back a bit! But this, definitely the best attempt at the Tron light-cycles format, gets breathtakingly fast on later screens.

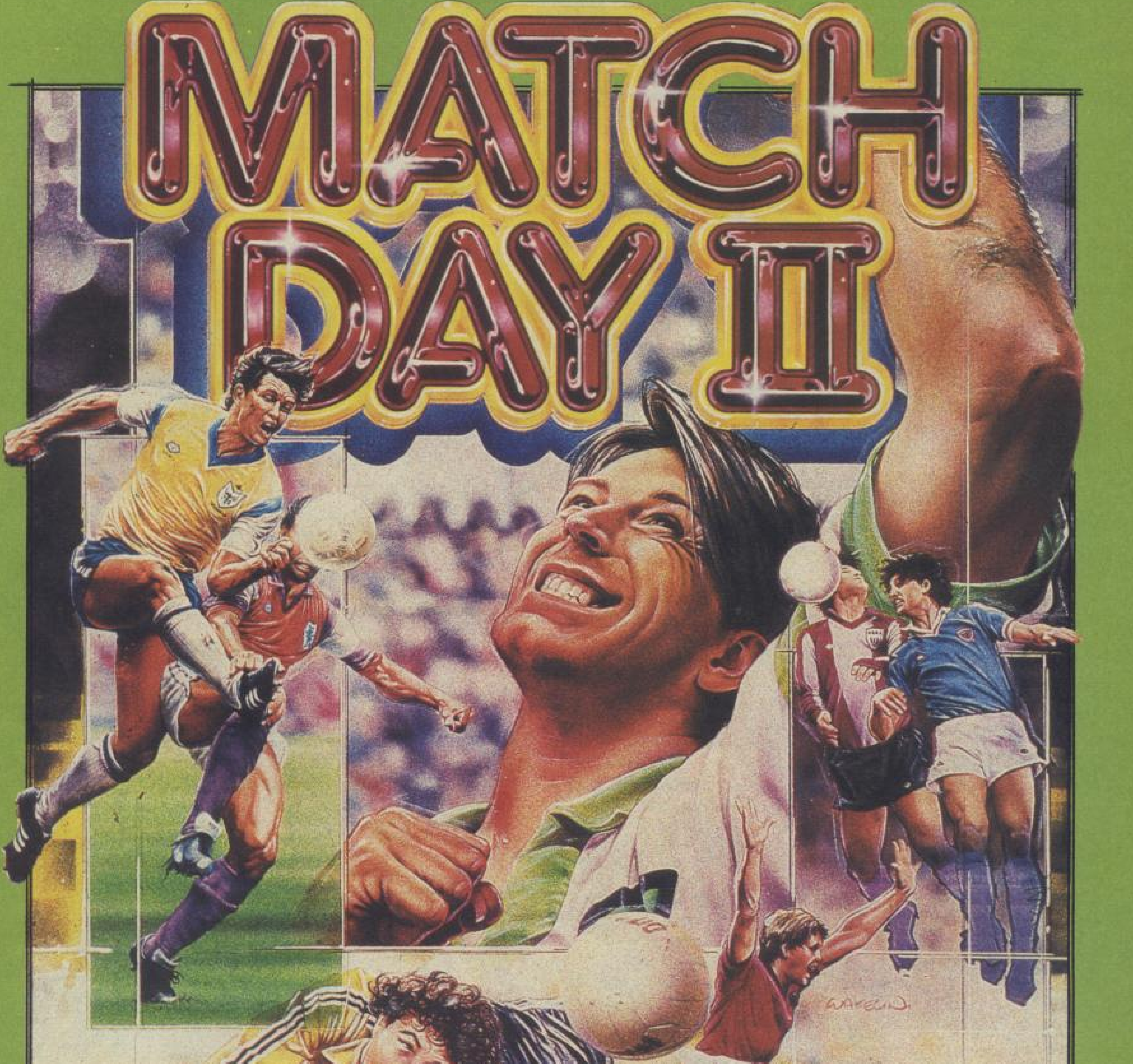
Dynamite Dan II/Mirrorsoft
Superbly designed platform game that takes a well-worn format to its limits. Has some great extra weapons and facilities — the Jesus walk-on-water boots being the best!

Hyper Sports/Imagine
Jonathan Smith is an excellent programmer and I wish he'd hurry up and do something else! This kept my wrists vibrating for a week!

Bubble Bobble/Firebird
Dangerously addictive, cute, varied, lots of extra features. Quite mega-ace, actually. (Can anyone beat 1,259,120 — round 72?)

Manic Miner/Bug-Byte
Probably my sole driving force throughout 1983. *(Worrabout food? Phil)* This game had it all — 20 screens (massive at the time), brilliant graphics, addictive gameplay, wicked humour.

What are your eight fave games? Write to *Desert Island Disks* and tell us. There's a badge and three spanking new games for every one we print! Yabba dabba doo!



'AT LAST'

A WORTHY SUCCESSOR TO THE EVER POPULAR MATCH DAY FOOTBALL SIMULATION – A GAME WHICH HAS REMAINED IN THE READERS CHARTS FOR 3 YEARS!

Written once again by Jon Ritman and Bernie Drummond this NEW Match Day is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer.

Pit yourself against the CPU or with 2 players – full league or cup competition with unique code – save facility. Jump, head, volley and kick (using the kick meter) to move the ball from player to player with automatic deadball set ups and goalkeeper control.

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PLATOON

Troubleshootin' *Pete Shaw* ducks and dives around some Vietnamese undergrowth to bring an arresting preview of Ocean's new wargame.

"If hell is impossibility of reason, then Vietnam is hell." *(Huh? Ed)* And *Platoon*, set in the thick of the Vietnam War, pits you through a similar torment in six huge sections.

You play Private First Class Chris Taylor, a sensitive, educated character and a volunteer in Vietnam. Your co-stars in the game are Sergeant Barnes, a vet on his third tour of Nam, and Sergeant Elias, there for the second time. Sergeant Elias seems unaffected by the horrors of Vietnam, Barnes positively loves them, but then he is a hatstand kind of a guy.

Starting from your drop-off point, the first section of *Platoon* takes you through the jungle in search of TNT. The jungle is one of the most dangerous areas in Vietnam, and you'll find trip wires, booby traps and Viet Cong guerillas hiding in every nook and foxhole. (What about us crannies?)

If you manage to survive the jungle and find the explosives, then just across the bridge is the natives village. There you'll find a trap door in one of the huts that lead down to an underground tunnel system built by the Viet Cong guerrillas, and this is where the fun begins.

You have the rest of your platoon when you enter the tunnels — but it's there that you'll find a backpack full of supplies and ammo, to continue the game.

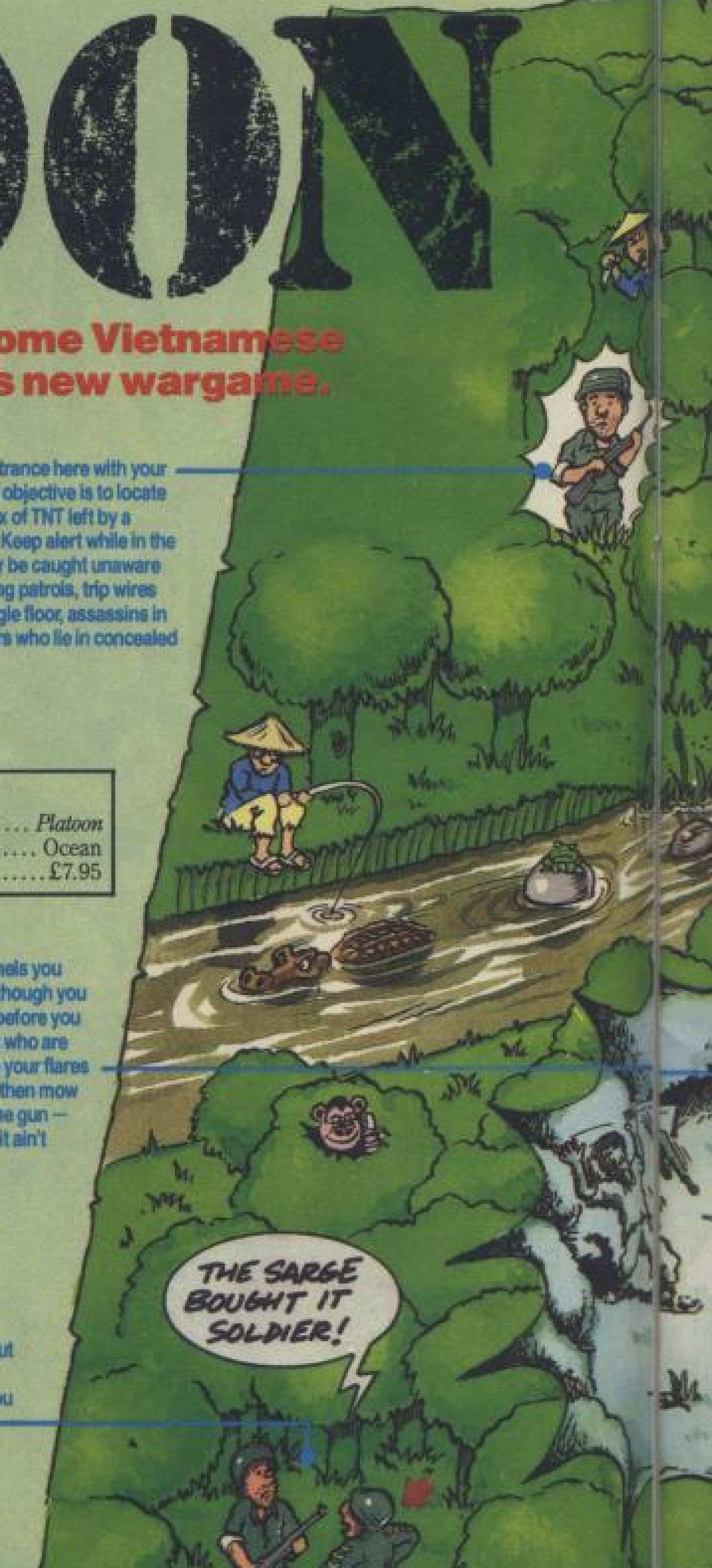
On the other side of the tunnels, you come out in darkness. To illuminate your enemies you have to throw flares up and knock them out one by one. In this section the most important factors are ammo and quick wits. Actually, you can be wit-less, but you *must* have a quick trigger.

The storyline then takes command as you meet up with Sergeant Barnes (yibble yibble) who tells you that Elias has been killed. Barnes leaves and you then see Sergeant Elias in the distance being chased by Viet Cong guerrillas. You witness his death and realise that Barnes has deserted Elias in an attempt to save his own skin. It's then that your radio crackles into life and you hear the General announce an air strike planned for 10.00am, and it's only two minutes away!

You've got to get out of that area fast — but which way? That's the challenge for this section. Some paths will take you out in time, others will just take you out!

All comes to a head when you reach the safe area to find Barnes in the foxhole. He realises what you know and comes on heavy with the machine gun fire. Your only chance of survival is to send five direct grenade hits into the bunker. So then it's goodbye hatstand. Do this and you've beaten *Platoon*. (Yay!)

If you're looking for a fast moving action packed wargame, with enough tension to play a violin on, *Platoon* is for you.



You make your entrance here with your platoon. Your first objective is to locate and collect the box of TNT left by a previous platoon. Keep alert while in the jungle, or you may be caught unaware by armed Viet Cong patrols, trip wires hidden on the jungle floor, assassins in trees or the snipers who lie in concealed 'hides'.

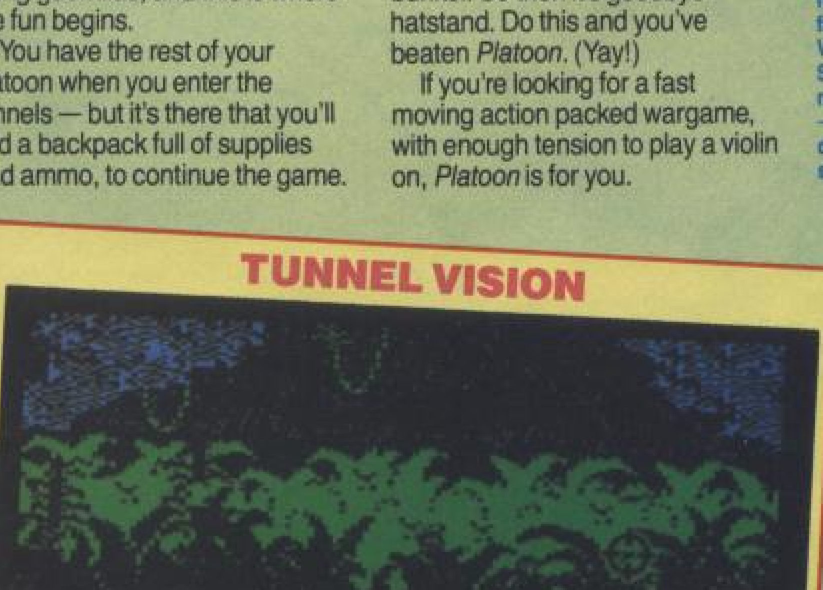
FAX BOX	
Title	*Platoon*
Publisher	Ocean
Price	£7.95

As you emerge from the tunnels you find yourself in darkness. Although you need rest, the dense jungle before you contains a group of guerillas who are aware of your presence. Use your flares to light up their location and then mow them down with your machine gun — but don't waste your ammo, it ain't growing on the trees.

The morning after you go in search of Sergeant Elias — but instead you meet up with Sergeant Barnes who tells you Elias was killed in battle.

After Barnes departs you see from a distance that Elias is, in fact, alive and being chased by Viet Cong guerrillas. You witness Sergeant Elias's death as he's mowed down in a rage of gun fire — and you know Barnes simply deserted Elias to save his own skin.

TUNNEL VISION



Waste the gook before he does it to you. The tunnel sequences are well tricky, especially if your eyesight's not too hot!

IN THE JUNGLE



This must be 1973 'cos there are flares all over the place. Fire it off (oo-er) to illuminate the jungle and remember, be careful out there!



Once you have crossed the bridge, you'll need to take the TNT and destroy it, otherwise a large Vietnamese patrol will eventually follow you across and wipe you out.

In the village you have to search the huts for a torch and map. These in hand you must continue your search for the trap door which leads to the underground tunnel system.

You leave the rest of your platoon in the village as you volunteer to search the tunnel system. The map you found in the village will show you around the tunnels, and the torch is invaluable in lighting your path.

Around the tunnel system you will find various rooms containing boxes. These boxes will contain either ammo, supplies or booby traps depending on your luck. It's a case of suck it and see and a good memory in this section.

Watch out for the Viet Cong guerrillas who appear at nearly every corner — you have to be extra fast to wipe them out before they can cut you.

A crackle comes over the radio — it's the General. An air strike has been planned for 10:00 hour, and there's only two minutes to go! You're gonna have to get out of that hostile, guerrilla-ridden area fast.

There are several routes through the jungle, but only a couple will allow you to get out in time. Try and map this area, and remember the route you have already tried.

Having reached the safe area, you find Sergeant Barnes in a foxhole. He realises what you know and decides to eliminate you with grenades and gun fire. The only way you're gonna be able to get out is with five direct hits on the foxhole with your grenades, which should be collected as soon as this section starts.

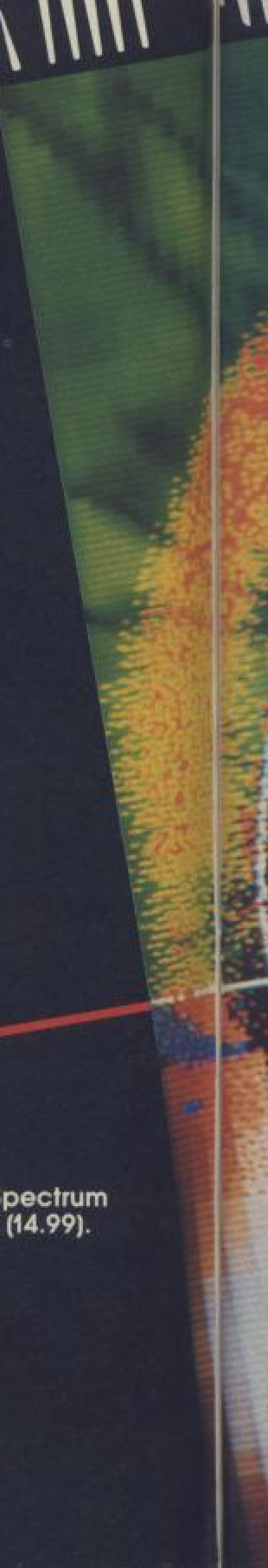
Na,na — who's the king of the castle now, eh?

Illustration: Nick Grant

SOMETHING HORRIFYING AND INEX

SCHWARZENEGGER

PREDAT



Nothing like it has ever been on Earth before. It came for the thrill of the hunt. It picked the wrong person to hunt. YOU!

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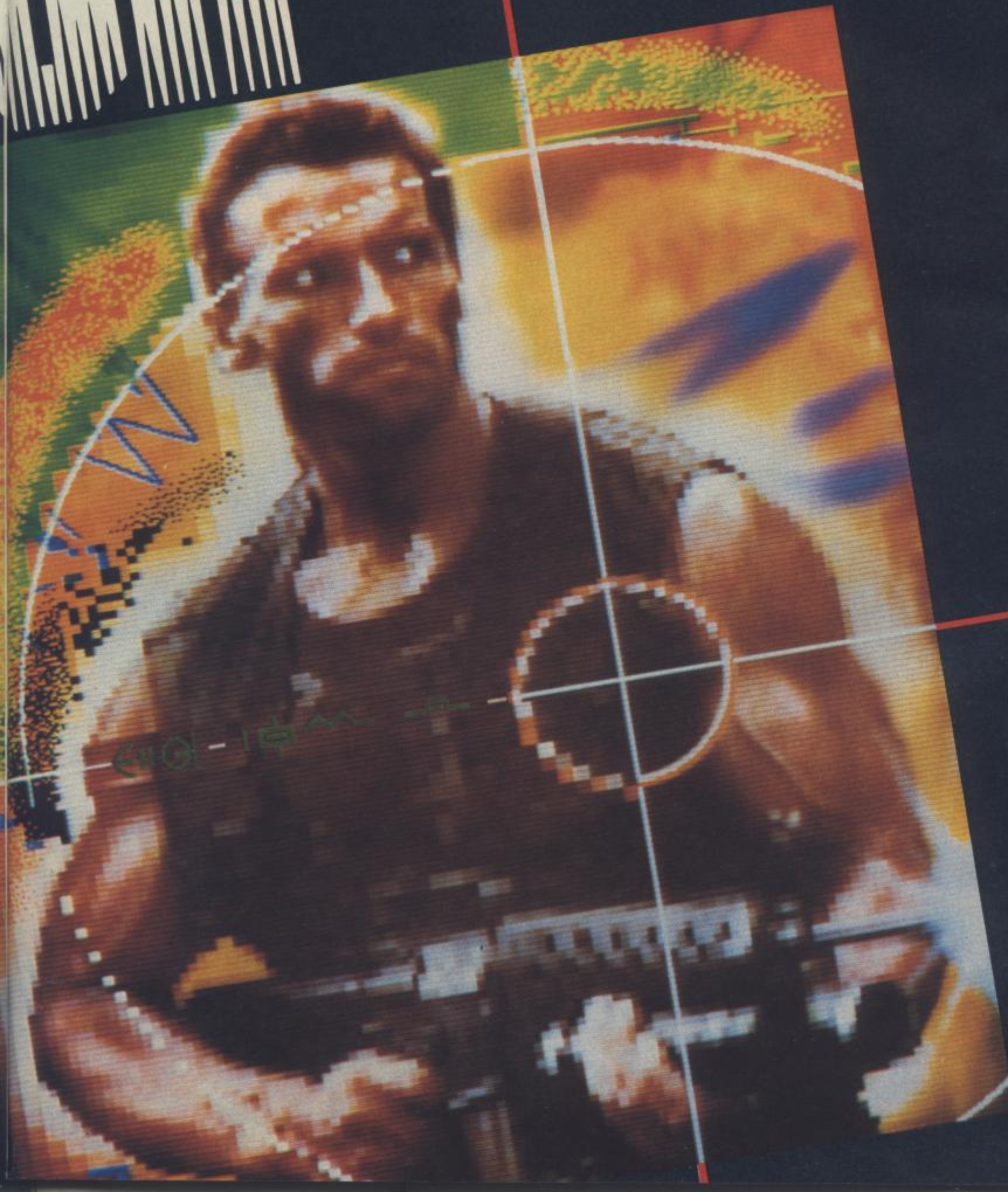
American Express, Visa Access

ACTIVISION

Game concept, design and graphics by System 3.

XPLICABLE IS GOING TO HAPPEN......

TM



"**Only one page in the universe can really be said to reflect what's truly happening in this great galaxy of ours, and that's Street Life." So says L Ron Hatstand, leader of the First Church of Spectrology, and who can argue with the old barmpot? So stop gawping and start reading, before he turns you into a halibut . . .**

STREET

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	NE	**Game Set & Match**/Ocean
2	NE	**Solid Gold**/US Gold
3	(1)	**Renegade**/Imagine
4	NE	**World Class Leaderboard**/US Gold
5	NE	**Thundercats**/Elite
6	NE	**10 Pack**/Gremlin
7	(2)	**Indiana Jones**/US Gold
8	NE	**Live Ammo**/Ocean
9	NE	**Gunship**/Microprose
10	NE	**Star Wars**/Domark



BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(1)	*Grand Prix Simulator*/Code Masters
2	(4)	*Joe Blade*/Players
3	(3)	*ATV Simulator*/Code Masters
4	(2)	*Fruit Machine Simulator*/Code Masters
5	(8)	*Dizzy*/Code Masters
6	(5)	*Pro Ski Simulator*/Code Masters
7	(9)	*Back To The Future*/Firebird
8	NE	*Football Frenzy*/Alternative
9	(6)	*Soccer Boss*/Alternative
10	NE	*Winter Sports*/Firebird

Charts compiled for *YS* by Gallup

ROLE PLAYING GAMES

1 *Advanced Dungeons & Dragons* (TSR Inc)
2 *Middle Earth RPG* (ICE)
3 *Call Of Cthulu* (Chaosium)
4 *Paranoia* (Games Workshop/West End Games)
5 *Warhammer Fantasy Roleplay* (Games Workshop)

Chart supplied by Orcs Nest fantasy games shoppe in London. Merci!

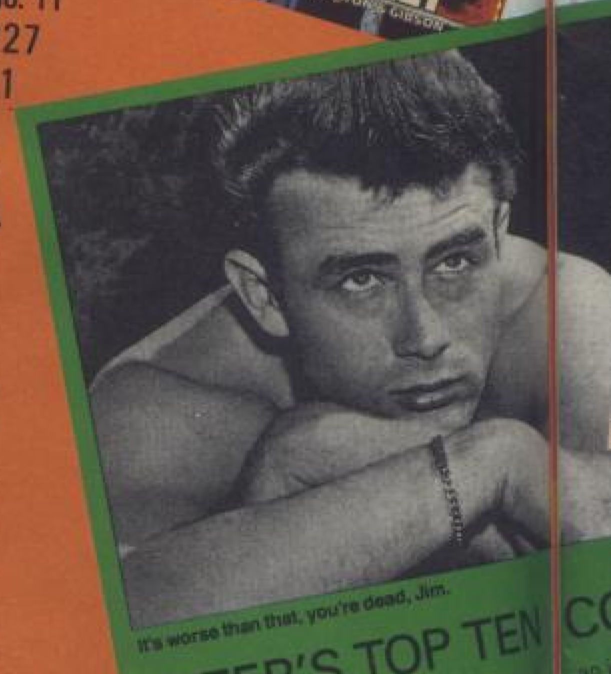
COMICS



1 *Millennium* (DC) Nos 5, 6, 7, and 8
2 *Blood* (Epic) Volume 2
3 *Hellblazer* (DC) No. 3
4 *X-Factor* (Marvel) No. 26
5 *Justice League* (DC) No. 11
6 *X-Men* (Marvel) No. 227
7 *Green Arrow* (DC) No. 1
8 *Star Trek* (DC) No. 1 (*The Next Generation*)
9 *Doc Savage* (DC) No. 4
10 *Shadow* (DC) No. 7

Chart supplied by Michael O'Donoghue

▶ Predictably enough the *Millenium* series from DC, that wacky little crossover event of the century, is still hanging on in the chart, with this month's quartet of issues full of every hero in existence witting their pits, and vice versa, against the evil in the universe. *Blood*, the art department's favourite (from Marvel's up-market label Epic) hangs by its sharp pointy teeth onto the No. 2 slot. This 'zine has got to be the most stylish bit of fantasy in a comic book, the most scary thing being that I don't understand a word of it! *John Constantine Hellblazer* is shaping up into a brilliant story, featuring a lot of demonic yuppies who at one point threaten to skin John alive and tan him, 'cos they need some new seat covers in their BMW. At another point, one of them sprays a throat spray into some girl's mouth and her head bursts into flames. Gripping stuff, but it has an edge of black humour about it. Sad to see my fave comic of the mo', *X-Men* sliding down, but you can't have it all ways I s'pose.
Phil Snout



It's worse than that, you're dead, Jim.

T'ZER'S TOP TEN

Specially compiled by Our Glorious Leader

1 Scotland
2 Bird's Eye peas
3 My feet
4 Bejam
5 A dog's nose

ARCADE GAMES

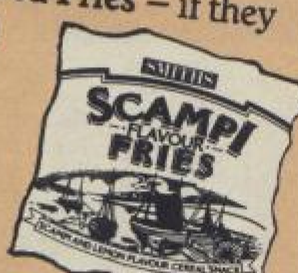
This Month	Last Month	Game/Publisher
1	RE	**Operation Wolf**/Taito
2	(2)	**Street Fighter**/Capcom
3	(1)	**Xenophobe**/Bally
4	(3)	**Midnight Landing**/Taito
5	(5)	**R-Type**/Irem
6	(4)	**Time Soldier**/SNK
7	(9)	**Road Blaster**/Atari
8	NE	**Tiger Road**/Capcom
9	(7)	**Wardner**/Taito
10	NE	**Terra Force**/Nichibutsu

ET LIFE

TOP TEN CRISPS

This month's readers' chart comes from gourmet **Stuart Knapman**, who after consuming all of these must have skin like crispbread. Take it away, Stu – and the toilet's at the end of the corridor if you need it...

1 **Scampi Flavoured Fries** – if they count! (Smiths)
2 **Salt & Vinegar crisps** (Golden Wonder)
3 **Pickled Onion Monster Munch** – no longer made (Smiths)
4 **Salt & Vinegar crisps** (Walkers)
5 **Salt & Vinegar crisps** (Hunters)
6 **Scampi & Lemon crisps** (Hunters)
7 **Scampi & Lemon Nik-naks** (Sainsbury's)
8 **Salt & Vinegar Seashells** (Sooners)
9 **Scampi & Lemon crisps** (Rileys)
10 **Nice 'n' Spicy Nik-naks** (Sooners)



Hmmm, lots of variety there, Stuart. Not a fan of salt and vinegar by any chance, are you? (He also submitted a Top Ten Grossest Crisps Chart, headed by 'All Cheese and Onion: the all-time vomitrocious crisps'.)

Have you got a chart you'd like to see in these pages? You have? Then send in to the address in the corner. There's a game n' a badge for any that we print. So get mailin', aardvarks!





...N COLD THINGS (oo-er!)

...r in... an idle week (CRUNCH!) sorry, moment.

6 James Dean
7 Polar bears
8 Captain Scott
9 Kevin Cox's heart
10 Wall's Choc Chip ice-cream

This Month	Last Month	Game/Publisher
1	NE	**Gnome Ranger**/Level 9
2	NE	**Venom** /Mastertronic
3	RE	**The Pawn**/Rainbird
4	(1)	**Football Frenzy**/Alternative
5	NE	**Dark Sceptre**/Firebird

Also selling very well, though not strictly an adventure, is *Sorceror Lord*/PSS. (Strategy fans unite!) Thanks to Lenny at Laser Distribution for compiling the chart.

ADVENTURES

Rachael's back row film reviews

The Lost Boys (15)

Jason Patric, Kiefer Sutherland, Corey Feldman

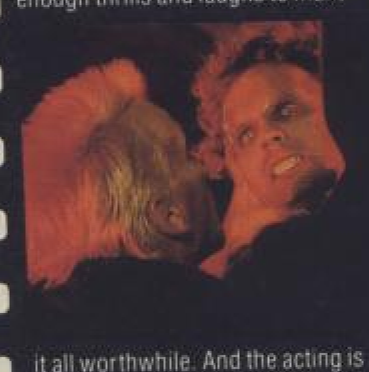
When I said I was looking for Lost Boys, Gwyn nearly hit the roof! But I'm no Peter Pan (*More Pitiful Pun, Ed*) when it comes to this collection of punks. They give a new meaning to death rock — they're all dead.

Actually they're all undead, because Santa Carla is vampire capital of the Californian coast. But there's nothing strange about its beach, its fun-fair or the small town itself which alerts the Emerson family when they first arrive to live with eccentric old grandpa, that the neighbourhood has a nocturnal problem of extreme nastiness.

While older brother Michael is soon recruited to the coven, youngster Sam steps into the safe company of the local vampire hunters. Unluckily for their credibility, the Frog brothers are only kids themselves, but that doesn't stop them serving a nice bloody stake when they need to.

Michael starts to make hungry eyes at his sibling while the Frogs hop after the man they believe to be King Vampire — who also happens to be dating Sam and Michael's mother! Will they find the bloodsuckers' hideout before Michael is one of them?

Lost Boys is all-out strange — never quite deciding whether it wants to be a comedy or a serious chiller. But if the two work against each other at times, there are enough thrills and laughs to make



it all worthwhile. And the acting is excellent — particularly from Jason Patric who looks like a young Jim Morrison (drool) and sinister Kiefer Sutherland.

Take a bite at the *Lost Boys* — you'll fang me if you do.



Predator (18)

Arnold Schwarzenegger, Carl Weathers

Whadda predicament! Arnie Hamanegger's stuck in the Latin American jungle and something's hunting him. No, not me — I don't like a man with too many muscles. (*Just the big one! Ed*) In fact, the Predator's not even of this earth!

Take equal proportions of *Rambo* and *Alien*, mix in a survivalist manual, and what do you get? Probably the most thrilling-thriller, horrific-horror-flick and all-out suspenseful-suspender imaginable. What a way to start the New Year — on the edge of your seat!

Arnie plays Major Dutch Shaefer (as in shaver — that should razor laugh), an all-round (as in all-round bulging muscles) tough guy, out to rescue some hostages from a guerilla camp. But after he's wasted the camp guerillas, he's forced to flee with his boys and a captive into the undergrowth. Which is when the stalking starts.

Seems the alien is a major too (as in major jump) and he keeps popping up in the most unexpected places. He doesn't wear a huntsman's jacket either; his idea of fair play is to turn himself invisible! Soon Arnie's troops are being decimated in the most disgusting manner (as in bad manners — skinning someone alive just isn't polite).

It takes all the Dutch courage Arnie can muster (as in mustered — this is hot stuff) to stand up to the aggressor in one-to-one combat. Eek — and when the alien reveals itself, it's almost as ugly as our publisher!

There's only one problem for you action fans — the 18 rating. Sure there's some disgusting stuff, but it's not that bad! You wouldn't lose your lunch if you saw...(*Wuurgh-ROOOOTH! Shut up, gruesome tottie! Let them wear false beards and sneak in if they can stomach it. Ed*)

HARDER THAN THE REST

Okay, so parents don't like it, W H Smith doesn't like it and (when we've rung her up) Mrs Whitehouse probably won't like it, but we does, see? The latest compilation of *Viz* (as featured on some copies of the Nov issue) is out now at all scurrilous bookshops, and a few good ones too. All the characters are there: *Felix And His Amazing Underpants, Mr Logic, Johnny Fartpants, Billy The Fish* and of course the *Bottom Inspectors* — guaranteed to make your auntie keel over with shock just seconds after you persuaded her to sign over her entire fortune to you because you took her tortoise out for a walk during a snowstorm, even though the tortoise had a full bowl of Kit-E-Kat and was hibernating anyway. But you get the gist.

The Big Hard Number Two costs £5.95, and is something of a hoot.

Well, that's enough of that. If you've got a chart — or know any good lightbulb jokes — send it/them/him/her to Street Life, *YS*, 14 Rathbone Place, London W1P 1DE. Or drop us a line anyway. Anything that gets printed will win its writer a brand new game (which might even load on the +2) and the notorious *YS* badge. Hurry! hurry! Only 120000000 left!



You're cool, the engine's hot, the girl's gorgeous, a tank full of gas and an open road.... the rest is up to you..!
Screenshot from Amstrad version.
Screenshot from CBM 64/128 version.
Out Run™
START
Screenshot from Spectrum version.
Screenshot from Atari ST version.
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TELLY ADDICTS

Win! Win! Win!

Make every dinner a TV dinner with this totally wicked Casio Pocket Colour TV plus 50 copies of Go!'s *Side Arms*! How can you refuse?



Is this, or is this not, the very best prize ever in a *YS* compo? The fabby first prize in this extra special *Your Sinclair*/Go! compo is the very latest in micro-electronic entertainment hardware, a brand new Casio TV-400 pocket colour TV set, all yours — FOR FREE! Yes sirree, 130 quids worth of state-of-the-art crucial merchandise. It's about the size of a transistor radio, and it's got a one and a half inch LCD colour screen, a station scanner (to automatically tune it to the station you want), sockets for external aerial and earphones, a fold-out stand, and a neat little whip aerial to pull in even the weakest TV station. Cor! But don't worry if you don't win the star prize, 'cos there's always the ultimate hipness of owning one of 50 copies of Go!s *Side Arms*, the hottest new arcade conversion of the Capcom platform style classic.

In *Side Arms*, two players play the part of a pair of Earth soldiers being pitted against the Evil Bozon (*You're kidding! Ed*) who is threatening the Earth, the way evil types do, and it's your job to save the World by penetrating his cavernous fortress. Battling through the ten levels, you and your buddy must destroy all the enemies in order to proceed, and at the end of each level you come up against the now customary Really Big Alien. You can pick up many different armourments on the way, like bazookas and shotguns, all of which increase your firepower and your chances of finishing the game. What are you waiting for? Get winning fast!

How To Win

Now we come to the crunch. What do you space marines out there have to do to win these frankly outstanding prizes? We've decided (well, the Ed has) that the prizes are *so* good we've got to make the questions as hard as humanly possible. So here goes. Get your grey stuff round these babies, soldier:

1. How many lines make up UK television pictures?
a) 645
b) 625
c) 635
d) 695

2. Who invented the telly?
a) John Logie Baird
b) Charles Babbage
c) James Arthur Kitchen
d) Ronald Stafford Milton

3. What was the name of Capcom's recent hit game conversion on the Spectrum?
a) *Ghost House*
b) *Ghostmasters*
c) *Ghostbusters*
d) *Ghost'N'Goblins*

4. Which of these games is **not** a Capcom arcade machine?
a) *1942*
b) *Commando*
c) *Black Tiger*
d) *Section Z*

Inscribe your answers on the supplied coupon, snip it out, and send it right away to: Please Send Me The Brilliant Pocket Colour Telly Pretty Please I'll Be Your Best Mate Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And remember, only one person will win the super pocket TV, so get your entry in fast if you don't want to miss your chance to own it! (Wowee!)

I know the answers to your simple questions, Earthmen, for I'm smart as the Evil Bozon himself! Heh heh heh... the answers are:

1 .... 2 .... 3 .... 4 ....

Name ....

Address ....

....

.... Postcode ....

Rules

- Employees of Dennis Publishing, Go! Software and the Evil Bozon need not apply.
- The closing date for this televisual feast is the 29th of February 1988. Anyone entering after that will be fed to Bozons Bozos.
- The Ed won't accept any backtalk, soldier, so accept her decision as final and you might escape the caverns with your life.

SCREEN SHOTS

Yet more of those Chrimble games we couldn't fit into last month's ish, plus all the latest and greatest in Speccy games. Oh, and some of the worst, too. Read before you buy!

COMBAT SCHOOL

YOUR SINCLAIR MEGAGAME

Ocean/£7.95

David If you're a long-haired layabout, don't run along with all this fitness rubbish and find that 10 am is too early to greet the day, then this is the wrong place for you. Here is where they dry the wetness from boys' ears and turn them into REAL men — yes, this is *Combat School*! Hut! two, three, four, Hut! two, three, four...

But enough of this. Haven't those dependable chaps at Ocean done well? They've managed yet again to squish all that action into a C60 (or thereabouts) — even if 48Kers do have to suffer three separate loading stages. Has everyone forgotten the ill-fated microdrive? (*Let's hope so, Ed*) And their hard work on visual reproduction has paid off.

Ordinarily, I have an intense dislike for games that require joystick-waggling, and joysticks are such a poor alternative to the original trackball. But when I realised how much easier it was to do the "swivel" (a joystick motion, not a new dance practised by Marines), I was well away! Here I was, someone who'd even forged his mum's signature to get out of PE, running like Seb Coe and jumping like a gazelle. Even on stage two , I found myself accurately blasting scores of pop-up targets — quite amazing for someone who couldn't hit the side of a barn with a cannon.

Thence cometh the iron-man race with its bridges to cross, rocks to leap over and mines to avoid. The last section even involves crossing a river. The boat bit here has been dropped for memory reasons — your man appears to be able to walk on water — a neat trick! To beat this screen, push the joystick forward and waggle it quickly from side to side.

After a well earned intermezzo as the next block loads, it's straight into the second target range. Tanks appear from all sides, so you should get to know their pattern — essential if you're even to stand a chance of getting through. Assuming you do, there's a spot of arm wrestling which is quite arm-wrenching — literally, as you have to last a full minute of joystick bashing.

Just to show you how bad a marine I'd make, I've only once beaten the next stage, the third target range. You need to shoot almost all the circled targets, but as they're mixed among some that'll freeze your sights temporarily, that's not an easy task. All that follows is a fist-like duel with your instructor (with as many joystick positions to learn). Assuming you're skilful enough, you'll be able to put all your hard-earned training into use with an actual rescue mission.

Combat School has much to keep you occupied, loads of different screens and always that incentive to try again (no matter how much you feel afterwards that you really were there!). Should you do exceptionally well on one screen, time bonuses give you more chances on the next. And if you only just fail, a penalty of several pull-ups may just pull you through.

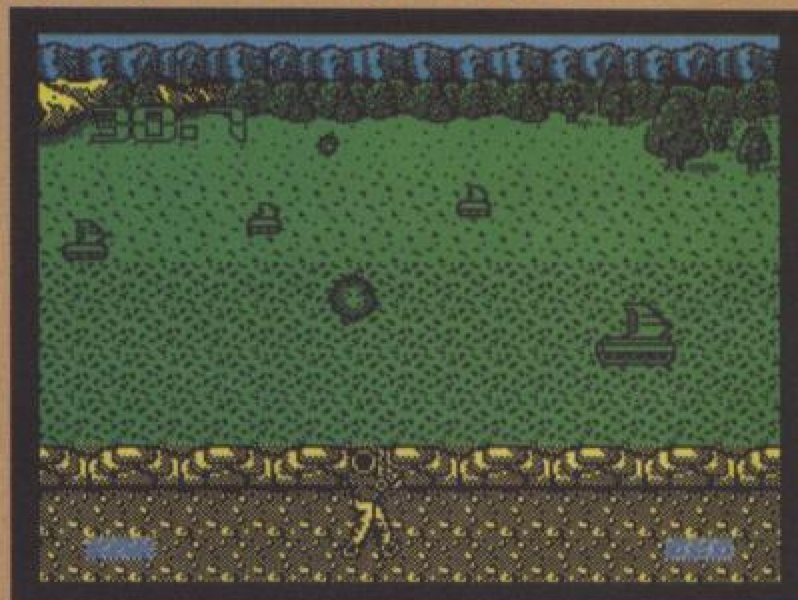
Ah well, can't stop. I've got work to do. Permission to fall in, sir?

YS CLAPOMETER

Fine conversion with enough to keep you occupied until next Easter. Tone up the waggling muscles first, though.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

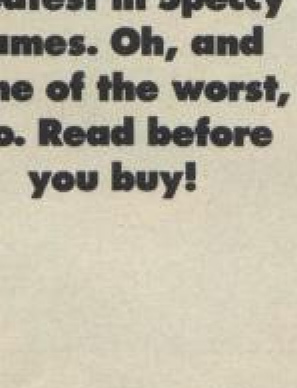
TOTAL 9



Here's the second of the three target ranges, and unlike the others, you're after remote control tanks (weird!). Initially they follow a set pattern so get as many as possible before they break into freestyle. Time is short, so don't just sit there admiring the scenery, get on with it! (*Nice scenery. Ed*)



It's split screen time! Jump the high walls early to avoid crashing into them; in every screen there's a clock to show you how time is running out and a power gauge to indicate how shagged out you are. Scores are displayed only on odd-numbered sheets, but who's interested in scores anyway?



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

KNIGHTMARE

Activision/£9.99

Mike If you've been suffering withdrawal symptoms since Anglia's adventurous TV prog *Knightmare*, went off the air, is it worth handing over a tenner to get the micro version? Well, it ain't bad, it ain't brilliant... and it's at least two quid over-priced.

The graphics are pretty neat and well-animated, though we won't compare them too directly with the TV show's special effects, seeing as they were done with a Supernova machine which costs the equivalent of about 300 Plus-3's. To get the graphic detail you have to sacrifice colour, so the screen is mainly blue on white, but other colours are used for the Dungeon Master and the Oracles whose heads appear at the top of the screen when you consult them.

As you might expect, you start this mix of arcade and adventure in a dungeon... yup, there you are with your funny little hat on. At the right of the screen is a candle burning down as your life force gradually goes — and it goes more quickly if you encounter any of the nasty creatures that lurk in the domain of Damonia Castle. Your target is knowledge, your aim is survival.

Also in the opening dungeon is a geezer with a beard, a chicken leg, and something spherical on the floor. Balls? Could be. At the top of the screen is room for your verb-noun text input, which is chosen from a list of options. You flick through your choice of verbs first of all, such as OPEN, CLOSE, DIG, LOOK, ASK and so on, confirming your choice with ENTER, then you do the same for the nouns: ROCK, FOOD, WATER, DOOR, OLD MAN etc. You can speed things up by typing the initial letter of the word you want. If you want to dig the old man or eat the door then you can go ahead and try, but opening the door might be a better option at the start, and you soon realise that it's wise to do a good deed for the decrepit old duffer who's pacing round the dungeon with you.

The arcade action comes if you manage to figure out how to escape the first couple of rooms, though you can probably guess it's a case of avoiding baddies at first, then engaging in combat if you can find yourself a suitable weapon.

It's only by going through the list of options open to you that you realise, for instance, that the perfectly round objects on the dungeon floors are not, as you suspected, blue oranges, but are in fact rocks — useful for throwing at the ghosts, goblins and slimy creatures that emerge from the floor to attack you.



At any time you can consult the Dungeon-Master, who will probably tell you in his snotty voice: "I do not guide, I observe." Well, thanks a bundle, chief. You can consult the two oracles as well, the good guy being Runius, the bad guy Buggane, although Buggane's first piece of advice seems fairly sound to me: "Trust no-one, give away nothing and drink plenty."

The option menus are a bit awkward and limiting for adventurers, and the arcade elements won't exactly thrill the zappers to their little cotton socks, but for those who like creeping around dungeons with funny hats on, *Knightmare* looks good and offers a certain amount of challenge.

YS CLAPOMETER

Efficient translation of the TV series, but too much of a half-way house between adventuring intricacy and arcade action.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

JOYSTICK JUGGLERS

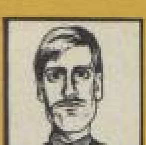
Yes, it's those merry wagglers again, scything through this month's games like cleverly concealed cheesewire! From top to tail...



Tony Worrall — Letters are still flooding in complaining about our "Worrallucky man" joke in the last issue. We apologise for any distress this joke may have caused to readers of a nervous disposition, but must emphasize that we cannot take responsibility for any injuries it may have caused, or anything else for that matter.



Mike Gerrard — Another brief incursion into the zapping pages by our own beloved Troll Supremo and writer of the infamous *YS* Subs Club newsletter. What, you've never read it? Buy a sub today!



David Powell — Still programming huge computers with knobs and lights (like in *Star Trek*) during the day, then tinkering with his rubber keyboard at night. Funny fellow!



Rachael Smith — Still *YS*'s fave love bunny, despite a strong challenge from Phil South *(Eh? Worrabout me then? Ed)*. This month she tackles *Blockbusters*, which ain't as bad as you might've thought...



Duncan McDonald — Yet another new bug on these pages, Dunc's also made his debut this month as *YS*'s resident cartoonist — see Frontlines. Quel gagsteur!



Nat Pryce — Come on down, 'cos the Pryce is right, at least about *Bobsleigh*, which this month picks up a well-deserved megagame.



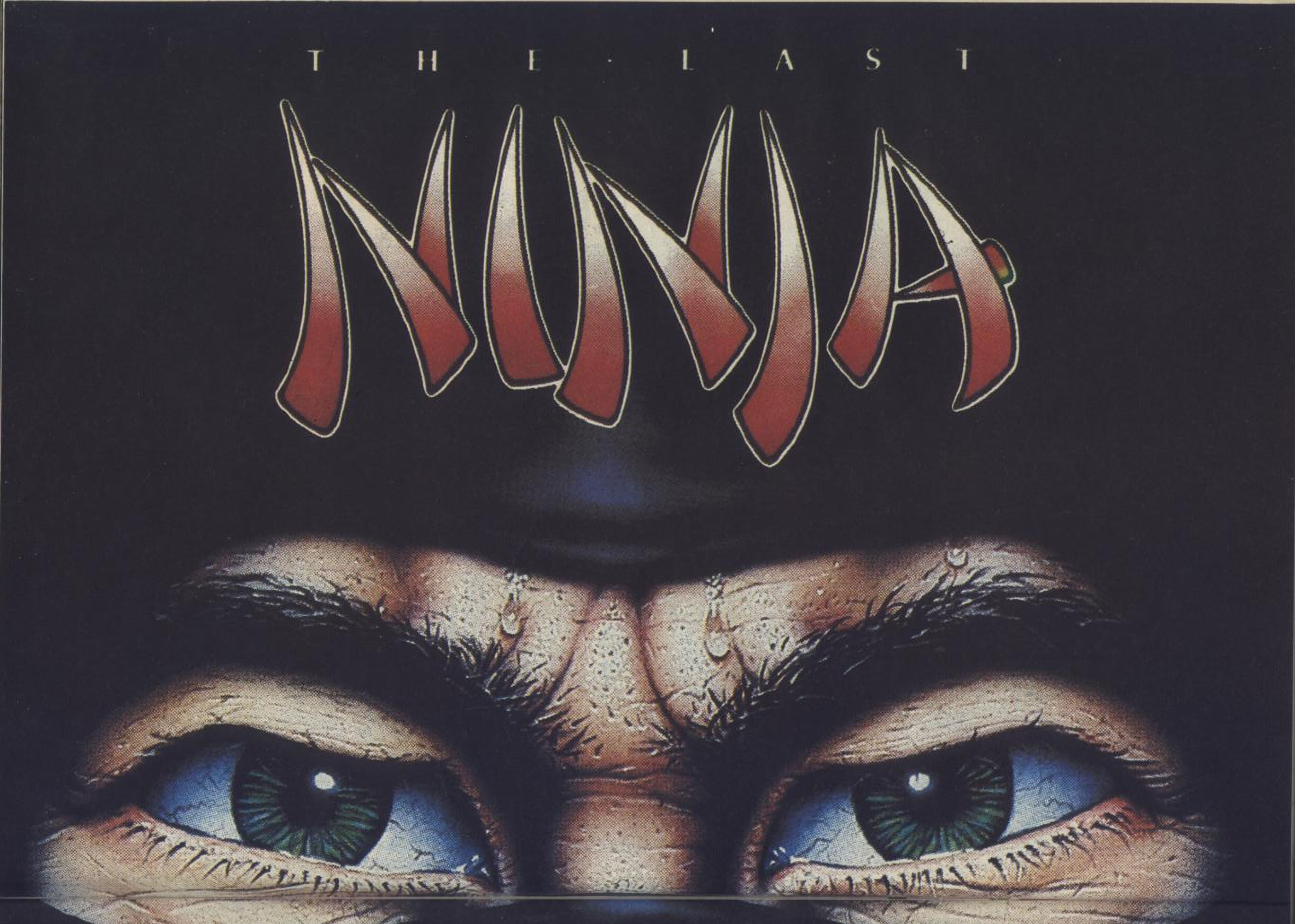
Jonathan Davies — An increased workload for Nat's fellow *Spectacular* ed this month, which maybe why he's three weeks behind on maths homework. Or perhaps he just doesn't like maths much.



Richard Blaine — Looking forward to a long run in *Old Mother Goose* at the Empire, Bletchley, although he'll take any other jobs on offer. Weddings, bar mitzvahs...



Troubleshootin' Pete — Back yet again from his travels to some of the world's nawtiest hotspots, and reviewing again for *YS*. From the ridiculous to the sublime...


THE·LAST
NINJA



...THE STATE OF THE MARTIAL ARTS COMING SOON FOR SPECTRUM.







Actual Spectrum screens

SYSTEM 3

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Commodore 64/128 Cassette £9.99 and disk £14.99.
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Units 3&4 Lloyds Close, Finedon Road,
Industrial Estate, Wellingborough,
Northampton NN8 4SR.
Tel: (0933) 76768.
Access, American Express and Visa cards welcome.

ACE II

Cascade/£8.95

Jonathan Your commanders have placed a spy ship just off the enemy coast to monitor one of their radar stations. The enemy (the Ruskies, no doubt) have quite understandably got a bit narked about this, and have sent out one of their planes to get rid of it! Naturally you're the only one with the experience (and stupidity) to sort it out, so pack your bags and off you go.

Sound familiar? Yep, I've seen *Top Gun* too — and *Ace II* has obviously been inspired by Ocean's game of the film. It pits you head-to-head against either the computer or another player. The screen is split in half to give an out-of-the-cockpit view for each player. At least I think they're supposed to be views! All I seem to be able to see is the ground, the sky and occasionally the odd target. Which is a bit of a step back from the rolling hills and trees of *ACE I* I'm afraid.

The aim of the game is quite simply to knock out the other plane, and if you're feeling particularly nasty his radar station too. You do this with the usual assortment of missiles and machine guns. You can tweak the options to change the skill of the computer's plane and the number of hits needed to shoot it out of the sky.

Whilst reviewing this game I couldn't help thinking that the programmers have gone a little too far in simplifying things. The flight controls are just up, down, left and right, and the plane seems to respond very strangely to some commands. Add to this the featureless cockpit view and a few rough edges here and there, *ACE II* begins to look somewhat primitive — neanderthal I'd say!

It's more of an arcade game than a simulator — and a pretty duff one at that! On the whole a bit of a let down — if you're into this sort of thing stick with *Ace I*.



YS CLAPOMETER

A dreary two player combat game with very limited potential, at a high flying price.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5

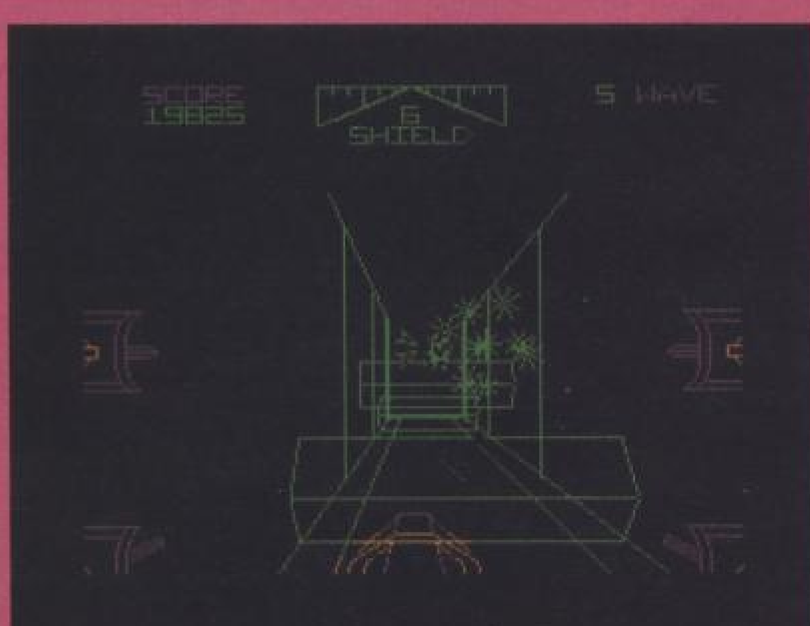
STAR WARS
THE ARCADE GAME

Domark/£9.95

Jonathan A long time ago, in a galaxy far away, hordes of people who should have known better flocked down to their local arcades to experience the latest in coin-ops . . . *Star Wars*! A sit-in cabinet, vector graphics and even speech. What could be more up-to-date?

Well, the years have passed and even though *Gauntlet* and *Marble Madness* have been and gone, the hordes keep filling the battered old *Star Wars* machines with ten pees, determined once more to destroy the Deathstar and save the galaxy from the evil empire. Leap into the cockpit of Luke Skywalker's X-Wing fighter and battle your way to the Deathstar knocking down TIE fighters left, right and centre. Then skim over the surface of the planet dodging between towers and zapping their tops for a few extra points. Finally it's down into the trench, where you must avoid barriers and enemy fire to plant a laser bolt in the exhaust port and blow up the Deathstar.

Gripping stuff, but how does it play? Fans of the coin-op will be pleased to hear that all the fast and furious action they relish has been retained, though perhaps a bit more jerkily than they may remember. All that's missing really is the sound. There isn't any! (Apart from a moving rendition of the *Star Wars* theme tune at the beginning, that is.) The programmers use the old slows-it-down-too-much excuse, but in these days of AY-3-8912 sound chips I'm afraid it seems more like laziness!



Apart from that, this is a near-perfect conversion from the original, and in this sense it has been well worth the wait. The question is, of course, is it worth buying? Addicts of the arcade machine will love it, but I'd have thought they'd already have a copy of Realtime's *Starstrike*, which is very similar and has been out for ages.

As a game in its own right it stands up well against the millions of other vector graphics shoot 'em ups knocking around at the moment. The only problem is that wiping out the Deathstar is a bit of a doddle, so you'll find yourself looping round the levels several times per game. Other than that, what can I say? Go get a copy, and may the force be with you — unless you prefer Weetaflakes!

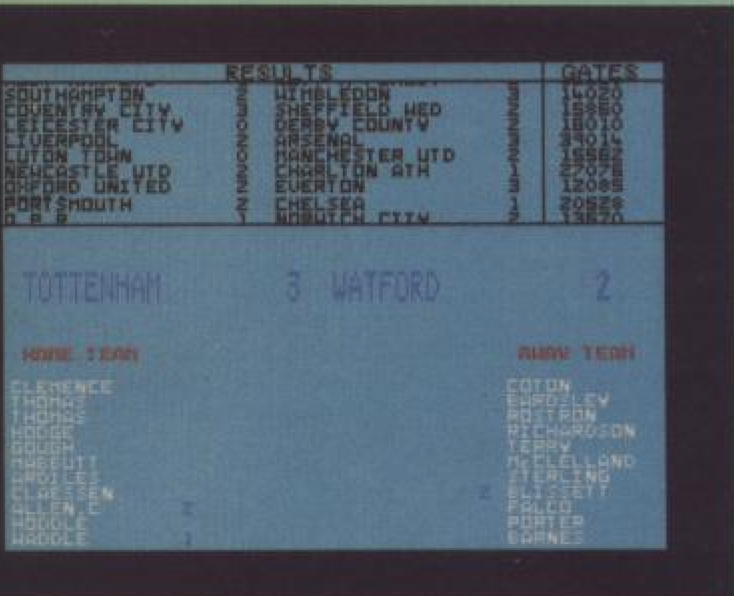
YS CLAPOMETER

An excellent conversion of the arcade machine. Darth Vader eat your heart out!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

THE DOUBLE



Johnson Scanatron/£7.95

Tony Footie simulations seem to be all the rage at the moment, and *The Double* is, I think, up with the best of them. Set purely in the management/strategy mould, *The Double* concerns itself with, yes, the capture of both the League and the FA Cup in the same season. And of course it's far from easy.

The Double was accomplished in the very first Football League by my home town, Preston North End (almost 100 years ago), but since then has been achieved only four times. This simulation puts you in the manager's seat and asks you to make it five. Tricky.

The package comes with a security code entry system to ward off pirates, so don't lose that key sheet or you're up the creek. Once through this hurdle, the game begins with an offer to manage a Third Division team. There is no Fourth in *The Double*, for memory reasons. Now you start picking players and organising your funds as best you can.

Unlike in other footie manager sims, the players are not allotted ability ratings. It's up to you to discover individual talents, although you can employ two scouts to check out players beforehand. I find this far more realistic (if harder) because it takes several games before you begin to suss out the good from the bad. The team needs constant rearranging before the best line-up is reached.

Selective buying and selling on the transfer market is an important part of the game. Buying the odd player from Everton won't do you any harm! Intelligent use of your scouts will stop you offering too much for a player. Hazards along the way include crowd trouble (if you guess the gate wrong), and regular injuries (which always seem to affect your best players).

There are no 'skill levels' or computer trickery — everything depends on your skill as a manager, which is what football's all about, Brian.

The Double is a surprisingly good and easy game to play. If you want, all action (such as it is) can be handled by joystick. This takes an awful lot of hassle out of playing. There are no silly match graphics to clutter up the screen; everything is text-based in a pleasing redesigned character set. Maybe not as involved as *Football Director, The Double* seems a little on the simple side, but the speed of play and the snazzy design more than make up for it.

YS CLAPOMETER

User-friendly footie management game. Hardly original, but probably the slickest on the market today.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

EYE

Endurance Games/£9.95

Tony Get an Eyeful of this. What swank . . . what elegance . . . what aesthetic refinement — and that's even before I load the game! The box *Eye* comes in raises packaging design to new heights.

Unfortunately I'm deeply suspicious when software houses go to extreme lengths to tart up games. It usually means a sub-standard product hidden somewhere beneath it all. And beat me silly with a wet kipper (*Perv! Ed*) if I'm not right again.

Eye is simply a popular board game that's been converted to computer. It's a perfectly adequate conversion job, although there are a few tatty edges here and there (like the use of Basic, and the standard Spectrum character set). *Eye* is, well basically *Eye*. I'm not going to spell out how to play the thing here, it's enough to say that it involves different coloured squares, a number of counters, 1-4 players, and a revolving board. The object is to get your counters onto the corresponding colours on the game board.

Like all seemingly simple games it is much more complicated than that. Someone said it was more challenging than chess, but I think it leans towards a puzzle game. It requires some thought to beat the computer (or human) player, but very often you can win just by luck. If I had to compare it to another game I think I would choose *Think*, by Ariolasoft, as the nearest example of the game type.

After all the hype within the game industry for Eye, Eye . . . sorry, I was looking forward to something a bit special from Endurance. What we have here is really a budget game let loose at full price, with a smart line in designer packaging. If you desperately need a computer version of *Eye*, buy it by all means (just watch out which keys you press or you'll end up with a blank screen!). Otherwise stick to the real thing. Don't forget eye told you so.

YS CLAPOMETER

Lackadaisical version of the board game. Strong on packaging, weak on content. I don't think you will see Eye to Eye with this one.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5



SUPER HANG ON

Electric Dreams/£9.99

Phil I must say I was a bit worried about this one. (*He's a bit worried! The YS Team*) I mean, it's something of a concern when one of your fave arcade hits gets crunched onto the Speccy, innit? You think "Good grief, it won't be like *Enduro Racer*, will it?" and "Oo lumme, it's gonna be all one colour, innit? Green!", don't you? Well, I needn't have worried, 'cos *Super Hang On* is really good. (Phew! Worry isn't good for you, y'know!)

Just like the coin-op version, you are in charge of a powerful motorbike, which you've got to race at top wack across six long and winding race courses around the world. The bike is really hi-tech, with a jet turbo booster which you can kick in when your speed reaches about 270-280 km, and all the usual steering and braking nonsense. You won't be using the brake much, on account of being a bit short on the old time, but when you do apply the brake, the little light comes on on the back of your bike. The way to complete the courses is to make it to the checkpoints in time (a bit like jolly old *Outrun*, rilly), whereupon you get an extended play and an opportunity to finish the next section. (I only got up to section three with a score of 241,880 before I had to stop playing and start writing.)

Well, I've got to get it out in the open. (Fnark, fwar, gwar!) I like it!



It's an utterly wheelspinningly brill bit of arcade fastitude. What I mean is that old *Super Hard Up* must be my fave racing game of the year. (*Not difficult as it's the first racing game of the year. Snort! Ed*) Far from being the monochrome borefest I had anticipated, it's a fast and colourful game, with all the gut-twisting curves and rubber-burning action of the arcade machine still intact on this version. All the items on the screen have a colour of their own, with some very tricky attribute cheating going on. The graphics really are the best renditions of the *Hang On* graphics you're likely to get on a wubber keyboard computer. You've even got the same courses to drive around, so arcade *Super Hang On* experts start with a distinct advantage. The best thing about the game is that it's really hard, (Fnark!) taxing even the most seasoned Hang Abouter, like me. There's nothing worse than a conversion that's too easy.

And so, there we have it. A cut above your average motorcycle race game, but still another one. It's for that reason that it dropped a mark rather than any lack of quality. Skill factor four, Mr Sulu...

YS CLAPOMETER

An engine growling motorcycle race game, with all the playability of the original. First class!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

BOULDERDASH CONSTRUCTION KIT

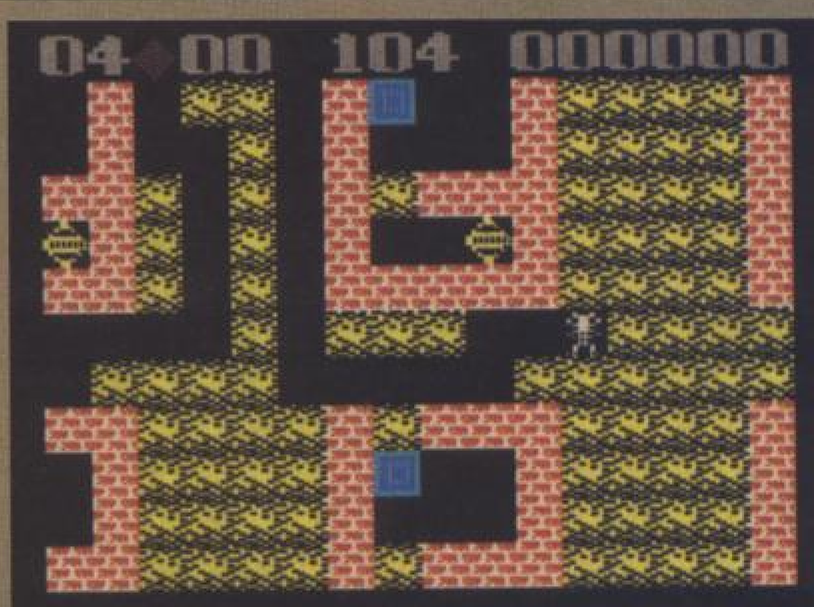
Databyte/£9.95

Jonathan There was one word that summed up the original *Boulderdash* when it first appeared a few years ago: addictiveness. There was something totally compulsive about trying to collect diamonds from underground caves while avoiding being crushed by falling boulders.

Since then, *Boulderdash* has reappeared in many incarnations, this being the latest. As well as a complete game designing program, the tape also includes *Boulderdash IV*, the latest in the saga.

If there's anyone out there who's so unhip they've never seen Rockford in action, the idea behind the game is this: before you can exit from a cave you must collect enough diamonds by tunnelling to them through the earth. If you remove the earth from under a boulder it will fall down, along with any other boulders and stones that were resting on top of it, usually crushing you in the process.

Things have come a long way since the early days. Now you'll need to take into consideration a number of new elements. Amoebas grow as large as possible until they are completely trapped, and then turn into diamonds. Growing walls expand to fill any space you make either side of them, magic walls convert into boulders that fall through them into diamonds. Extra Rockfords need to be protected from danger, or you'll both cop it!



Now you've got a designer at your disposal you'll be able to try out all those cunning puzzles you've always wished you could have a crack at. Or maybe you've always wanted to see what happens when you fill the top half of the screen with boulders, place Rockford at the bottom and wait for them all to come crashing down.

Fortunately, the construction kit is quick and easy to use, so in no time at all you'll be ready to try out *Boulderdash V*, the sequel. And if you don't like it, wipe it out and start again.

The Construction Kit brings a whole new dimension to the original *Boulderdash* concept (this is beginning to sound like a crummy press release!). Go on, give it a try!

YS CLAPOMETER

At last you can exercise your creative talent on this great game.

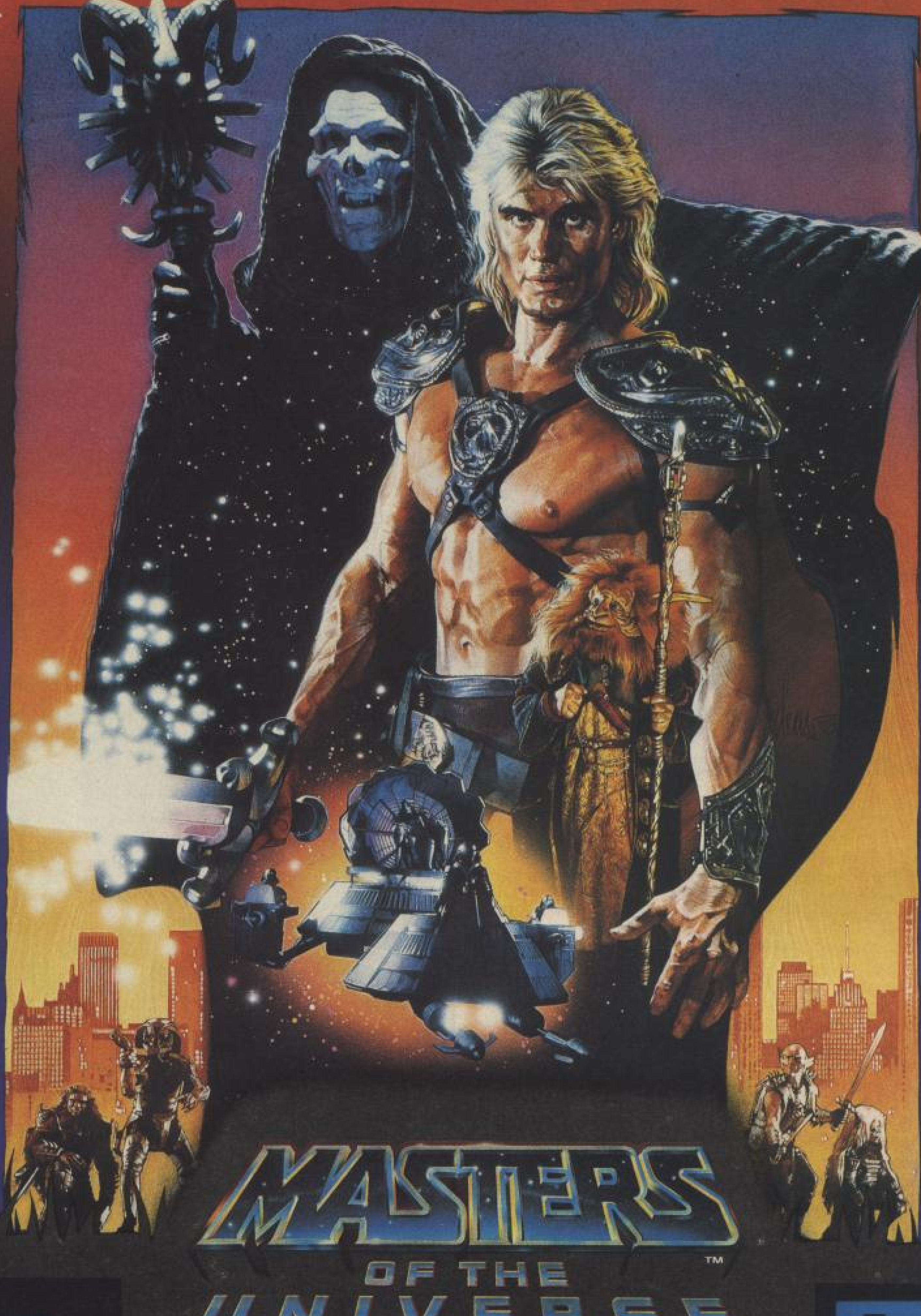
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

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BOBSLEIGH

Digital Integration/£9.95

Nat I must admit I was a bit dubious when I received *Bobsleigh*. I'm not a great fan of simulations as I've always found them on the unplayable and boring side. But I'm happy to say that *Bobsleigh* has converted me. It simulates "the fast and dangerous Winter Olympic sport" of bobsleigh racing. (Never!) You must buy your bob, train your team, choose which track to race at and guide the bob down the track in the fastest time possible.



Don't look at the stuff on the side of the screen; you'll lose control if you take your eyes off the track. Cut across the inside of the corner so you're in a good position for the next turn. The less you steer, the faster you go; but don't hit the side — 'cos you'll slow down and damage the bob's go-faster stripes too!

Everything must be run to a tight budget. The upkeep of your team must be paid for, as must the fitness training and repairs to your bob. If you race well, your sponsors will pay you more money, but if you do badly or crash, you receive less and less money, until you're bankrupt. Make piles of moolah and you can buy even faster bobs. The top class of bob is the Olympic one, and you can only enter the Winter Olympics and go for the gold medal with one of these.

The problem I usually find with simulations is that you can never see from the main display what is going on without constantly checking your instrument panel. In *Bobsleigh*, the graphics, though not stunning, do convey an excellent sense of realism. You can feel the G-force as you whip round a banked corner — you hardly need to check your speedo as the graphics show your speed surprisingly well. You even see the snow being thrown up in your face when you crash!

Like all good games, *Bobsleigh* takes no time to get into, but ages to master. At first your aim is just to finish each race, but to do well, you'll need to learn how to take each corner, which runners to fit and when to brake at the end. It'll take you some time to become expert, but you'll never be bored — *Bobsleigh* is one of the most addictive games I've ever played!

YS CLAPOMETER

A great simulation with an Elite-ish economics bit too. What more can you ask for?

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■■□

TOTAL 9

CLEVER & SMART

Magic Bytes/£8.99

Tony I consider myself a bit useful when it comes to solving the average arcade adventure, but I'm afraid to say *Clever And Smart* completely flummoxed me. It's not so much that the game is hard, it's just very complicated. The instructions, which border on the non-existent, are about as clear as mud.

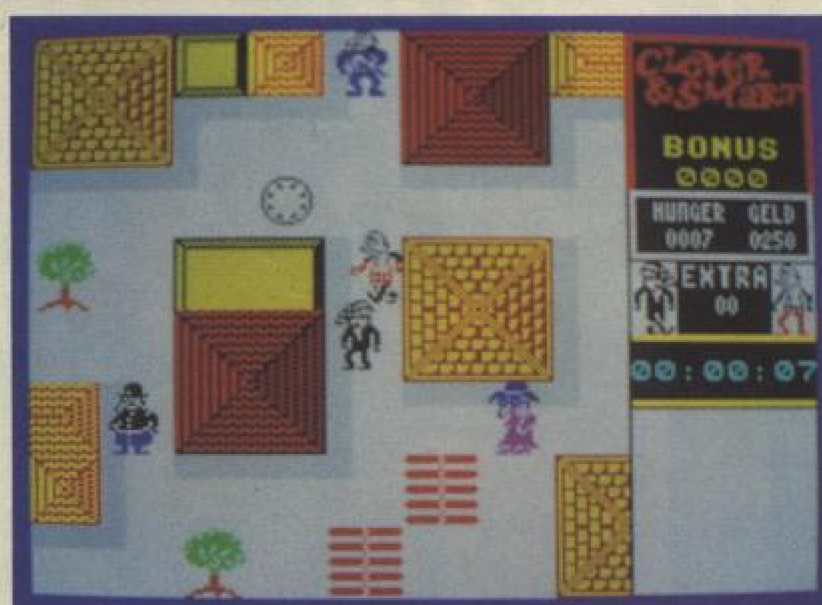
Getting down to the important stuff, I can tell you that the game is based on a popular German cartoon detective duo. Hitherto unknown in this country, *Clever And Smart* are continuously involved in wacky slapstick adventures, the kind in which the baddies always use those stereotype round black bombs with fizzing fuses.

Their first computer incarnation revolves around a frantic (and in my case pretty futile) search for a missing mad doctor. He's hidden somewhere in the flip-screen playing area, and the dynamic duo have to use every means at their disposal to track him down.

Clever can disguise himself as anything, and he needs some pretty convincing disguises to get into some of the buildings. Once inside a building he can buy, or take any of the objects found there. This is where one of the major problems of the game comes to light — how to get that extra dosh for expensive items?

Luckily there are several sub-games within *Clever And Smart* which allow you to up your stake. These mini-games include snail racing, coin tossing, and a very cute, but pointless rodent hopping-over-bottles section! Interesting, but silly!

A phantom bomber needs to be stopped, and a sewer maze has to be negotiated, but don't ask me how! This is as far as I



can get in the game.

Clever And Smart is set firmly in Wally Week land (seen from overhead). Though it is inventive, it falls rather flat without proper instructions. The graphics are 'blocky' but passable and the pop-up menus work well. Some of the humour doesn't translate from its native German, although the overall effect is quite comical.

As I said before, the main problem is that it's very difficult. I quickly became bored when I realised I couldn't get any further — a big blow to the addictiveness score! There's a good game hidden in there somewhere, but you have to dig deep. If you like tricky arcade adventures, this could be for you, but you may find it harder than expected. *Clever And Smart* is just too smart for its own good.

YS CLAPOMETER

A wacky arcade adventure based on a German cartoon strip. Interesting, but let down by feeble instructions. Shame really.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■□□□□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■□□□□□□

TOTAL 5

WINTER OLYMPIAD 88

Tynesoft/£7.95

Jonathan If you've always fancied yourself in a skin-tight ski suit racing down the slopes, but can't afford the airfare, this may well be the answer to all your dreams. *Winter Olympiad* is Tynesoft's attempt to jump onto next year's Winter Olympics bandwagon, so why not clamber aboard and join us?

First of all, though, let's get one thing straight. Where originality's concerned, this game scores zilch. It's almost identical to the ageing *Winter Olympics* and *Winter Games*. The same multi-load technique and very similar events. The only thing that sets it apart is the introduction by David Vine. Great!

To kick off, howzabout a bit of downhill skiing? This is probably the best event on the tape. It's in a sort of 3D *Deathchase* style, with trees rushing towards you and things to jump over.

Next is the biathlon, in which you must race to the end of the course and shoot a number of targets, and the bobsled, which isn't quite up to the standard of DI's simulation. Then there's the ski-jump, which is just like any other ski-jump you've ever seen.

Last on the list is the slalom, which uses some quite effective diagonal scrolling and is actually pretty good fun. Then it's all over, and time to go down to the pub to get piste.

There's certainly nothing wrong with either the graphics or the programming on this one. It's been padded out with some unusual special FX at the beginning, and presentation throughout is well up to scratch. The trouble is that it's all been done many times before. It started with *Horace Goes Skiing* and they've been coming out regularly ever since.

If you haven't already got hundreds of winter sports games, this one's no worse than any of the others.

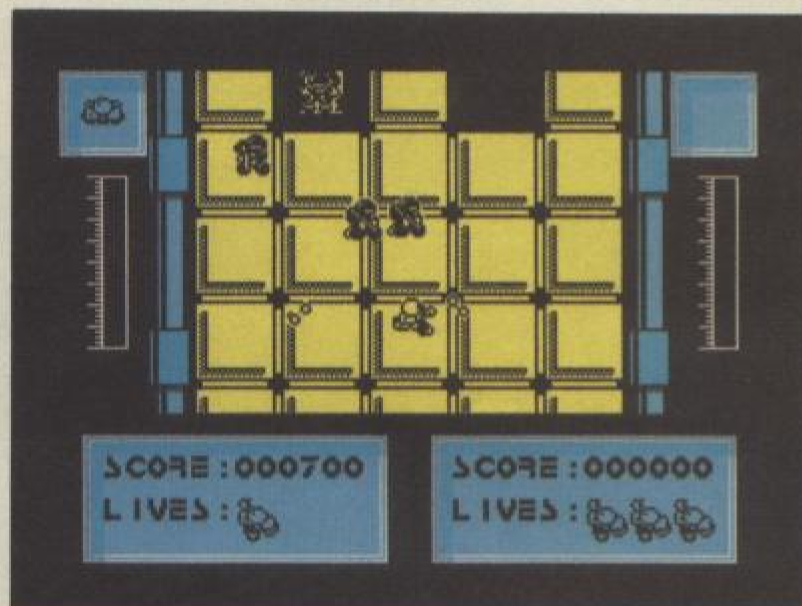
YS CLAPOMETER

Do we really need another of these Winter Olympics games? If your answer's yes, this one's for you.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■■□□□□
TOTAL	**6**



ULTIMATE COMBAT MISSION



Mad/£2.99

Jonathan Is it a bird? Is it a plane? Nope, it's a giant orbiting prison that has been constructed above the Earth's surface to contain the world's most dangerous prisoners. And guess who's stuck in it and pretty keen to escape? Yup, you, in this case playing the part of a mercenary called Warmonger.

The prison consists of a series of platforms which scroll vertically up the screen. They're patrolled by armed guards, so as well as trying to avoid falling off the platforms it's a good idea to dodge the guards' bullets. If you can find the time, why not dispatch one or two of them with your pump-action machine gun, or a rocket launcher if you can find one?

And there's more! If you've got a friend handy (unlikely if you're a true Trainspotter) he can become Mandroid, history's most dangerous man, and you can march hand-in-hand down the aisle to defeat the enemy. Once you've done this you'll be able to clamber into a waiting shuttle and travel first class back to earth.

First impressions of *UCM* are of a very neat little *Ikari Warriors* clone. The scrolling is smooth and the sprites are neatly drawn and animated. Unfortunately, the collision detection is a bit dodgy, so it's best to give the guards a wide berth and pour several shots into each of them to be on the safe side. If you're one of the elite few with a 128K Speccy, there are even some cool tunes to get you into the feel of things.

Where the game falls down is in its lack of variety. There are no extra stages or different soldiers to blast. The terrain is just the same design all the way through, and things start to get a bit tedious after a while. Still, it's got a few hours life in it and the two-player option brightens it up a bit.

Hardly an earth-shattering title, but for under three quid it's certainly got potential.

YS CLAPOMETER

A fairly average scrolling shoot 'em up. Cheap and cheerful.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■□□□□
TOTAL	**7**


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HINTS 'N' TIPS

YS TIPSHOP



Yep, it's Philip Snout again. And once again, the hints just keep on comin'!

Hello, shipmates. Did you have a nice Christmas and New Year? Good. Not too much of the old champoo, I hope? Splendid. Well, worra lorra tips we've got for you in this issue. First of all . . . (dring!) . . . oo-er, the phone. (click) Hullo, *Your Sinclair?* **"Hello, Phil. This is Hasib A. Khalid, and I'd just like to say that I've got a really good score in *Green Beret."*** Well, that's very good, Hasib, but we don't do Hex's Heroes any more . . . **"My score was 230,000. It took me ages to do, but now I've done it. Can you print it in *YS?*"** Er, I don't think so, but I'll see what I can do. (clunk!) The wacky life of a tipping columnist, eh? Anywayup, where was I? Oh yes, the tips.

Sceptre of Bagdad

● Well after the spanking response we had to our free *SOB* map, it's obvious that you really like the game. So why not print a hint, I thought. So here's a quick word about it from **Steven Anderson** (aged 11). **"I've got a megabrill tip for *Sceptre Of Bagdad.* If you have a 128 or a +2 Speccy load the game using tape loader and you should have infinite lives."** Short and sweet, eh? Nice one, Steven, any more little tips like that? Well, don't just sit there, fling them across!

Indiana Jones and the Temple of Doom

● Okay, all you Doomies out there, pin back your whips and dig (archaeology – dig – *Indiana Jones*! Geddit?) these hot tips on US Gold's *Indiana Jones* from **Jeffrey 'Doc' Savage**. Just the first two levels to get you going, okay? Take it away, Jeff! **"On level one, go forward, up, forward, down, down, down, down, down, left, across, forward, up, left, across, left, down, forward, down, forward, up, right, up, right, up, left, up, up, left, up, left, up, left, up, kill snake and go in cave. You are now on level two. Once in the mining carts, pull back on the joystick and press fire. Hold it like that and you'll complete the mine carts section. That's all for now."** Thanks, Jeffy. Anyone got higher than level two yet?

Aliens US

● Right, who's next? (dring!) It's that dratted phone again. (click) Hullo, *Your Sinclair,* Snouty here. **"Hello Phil, its David McCandless."** Oh, hi Wacky Dave, what's cookin', hep cat? **"I was just doing the hacking section for this issue when I came across the mission codes for each level of Electric Dreams' *Aliens US.*"** Well, don't just sit there, matey, let's have 'em. **"Okay, here goes:**

Level 1	7324 G
Level 2	2727 H
Level 3	1506 E
Level 4	5761 H
Level 5	0640 C
Level 6	0663 F

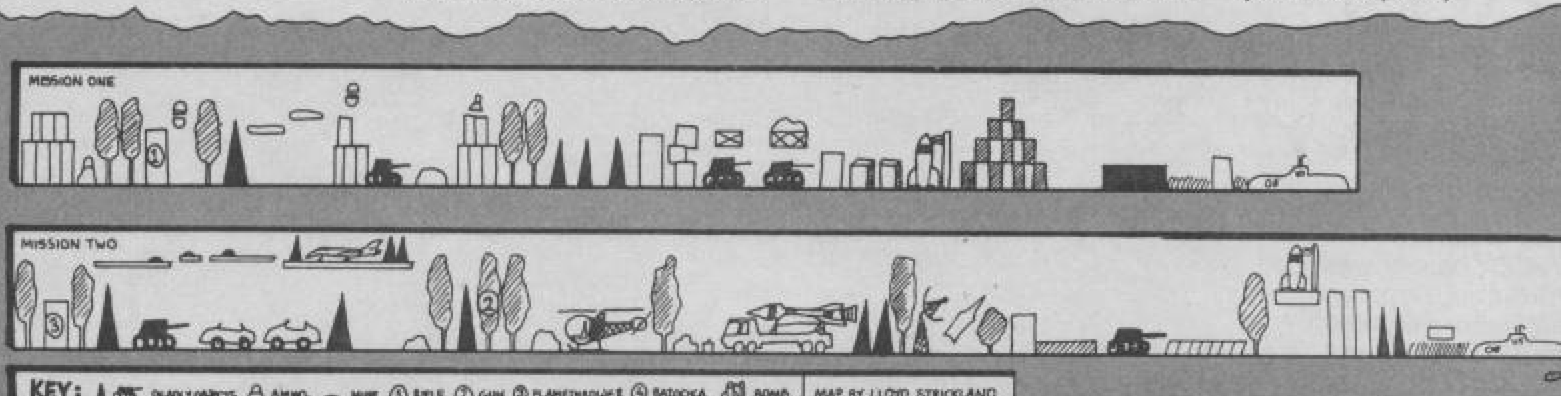
So there you have it. Tell the readers I'll see them in a minute when they read the *Practical Pokes* column. Bye!" Byeeeee! Worra skillo little hacker he is!

Dizzy

● I had quite a few enquiries and tips about this bona little cheapie, not least of which is this one from **Jeff Savage** . . . wait a minute, didn't he just do one? Oh never mind, the more the merrier. Off you go, don't mind me. **"Here's a bundle of neato tips for Code Masters' *Dizzy. Flaming Torch:* Find this in the first screen, to the right. Drop it next to the cauldron at the start. *Grease Gun:* In the first screen to the left. Drop it on top of the mining cart. *Crow Bar:* In the cliffs. Drop it on top of the trap door at the bottom of the cliffs. *Purse of Gold:* Go into the screen on the right from the haunted chimney then go into the cave. Get the purse and drop it on top of the bucket near the Hermit's house. *Ghost Hunters Laser Gun:* Pick it up and fall into the ghost at the haunted chimney. *Miners Hard Hat:* Destroys rocks that fall on you in different places. *Broken Heart:* In the castle. Drop it on top of the statue where broken hearted woman stands. *3-In-1:* In the room two screens from the purse of gold. Drop it next to the drawbridge. *Plastic raincoat:* Protects you from raindrops which fall from clouds. *Spell The Ingredients:* Clouds of silver lining – Jump on top of Hermit's house. Vampire dux feather – Just outside castle. Troll brew – Just inside castle. Leprechaun's wig – In mine shaft, just near the bolt cutters. Put all the ingredients in the cauldron, drop the bottle in, then get the potion. Go in the castle and drop the bottle next to Zaks, and that's it. You've won!"** Skill, Jeff, really skill. Right, you've had two gos, let's hear from the rest of you.

Convoy Raider

● Hello, whassis? A letter from **Dave Oliver? "While agreeing with Gwyn's comments on *Convoy Raider* . . ."** And so you should. Let's hear it for the Taffy! (yay) **". . . one tip I have discovered is who finds the submarine to be indestructible. Select submarine mode, then press CAPS SHIFT and BREAK SPACE together. This clears the submarine from the screen, but this doesn't appear to work for ships or planes."** Cheers, Dave. And remember, wear my convoy always, close to your heart. (sniff!)



CALL ME PSYCHO

● Worra skillo bunch of mappers you all are. Ten minutes after a game comes out, piles of maps come flapping through the post and onto my desk. Like this one from **Lloyd Strickland** of *Call Me Psycho* of the first two levels. That'll keep those fighters off your back. Thanx Lloyd old buddy.

Soft And Cuddly

● Oo-er! I must say, I just got a completely hatstand (and it must be said utterly unprintable) letter from the author of The Power House's *Soft And Cuddly*, **John 'Wacko' Jones** Oo-er again. It shocks even me, and I don't shock easy, matey. The bit I *can* print tells of an update to the slightly vague instructions you get with the game **"... now this is important. (slaver, bark) The instructions are a touch misleading. (heh heh) There are no keys, but before you can get any bit of your mother you must visit the fridge first. (dribble) The fridge moves position every game. Then your decapitated dad will reveal a piece of your mother's body, (yibble yibble) it normally starts with her botty, take it back to the fridge and so on. (heavy breathing) If anyone wants to write to me, feel free, I am interested in other people's opinions, even if it's just to remind me that mine are best ..."** and so on for another couple of slimy pages. Worra fruitloop! Still, thanks for the tips ... I think.

Joe Blade Freebie

● Such a popular little game! So popular that our regular mapping guest, **Karl Fudge**, felt it necessary to map the whole darn thing. You can get this superprecise mappette by sending a sae to: *Joe Blade* Map Offer, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Grand Prix Simulator

● One of the bestest selling games in the last year, EVERYBODY bought, was good old *GPS*. But tipping pal and confidant **Duncan Emerson** thinks he's found a bug in it. **"I have recently bought the new game from Code Masters, *Grand Prix Simulator*. I have found a fault in the first level. If you lap the computers car you have to do an extra lap. I wondered if this was just a fault in my copy or a fault in the programming. Has anyone else come across this effect?"** Er, not me. How about you guys?

Motos

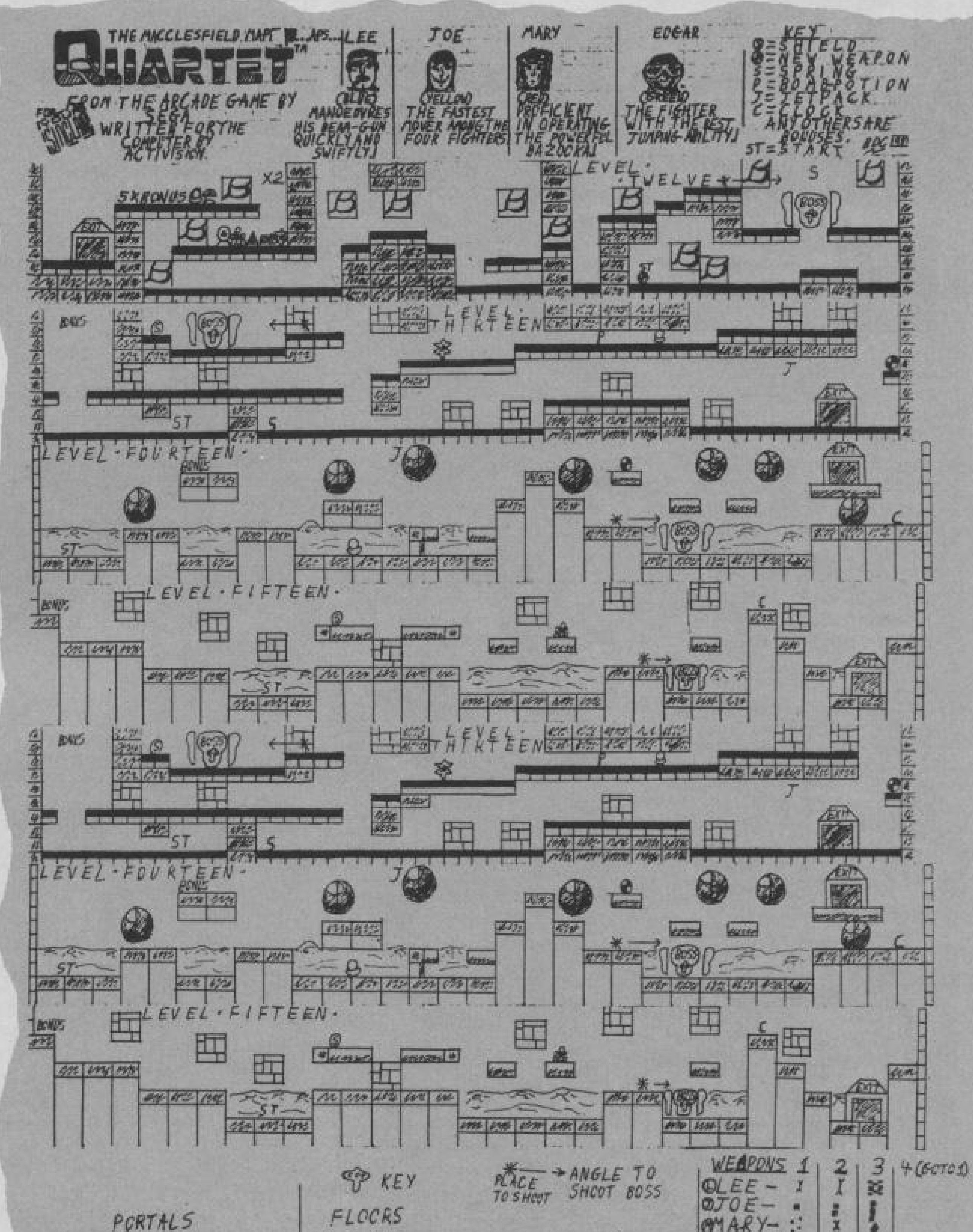
● Ah yes, here we are ... **Ben Powell** has a quickfire checklist of ways to complete Mastertronic's *Motos*. **"I have found some tips on *Motos*:**

Screen 1: Dead simple!
Screen 2: Knock beacons off then kill ring before other balls.
Screen 3: Get P then bong aliens while in centre of screen.
Screen 4: Get jump then bump spider, stay near centre and kill.
Screen 5: Get jump to high, then grab jump and P, them bump.
Screen 6: Get P, then bonus, then ring.
Screen 7: Power 3/4 of max, get P.
Screen 8: Power 3/4 of max. Get P by jumping, bonus, then jump.
Screen 9: Power 3/4 of max. Stay near centre, just keep going.
Screen 10: Collect bonus, if any, then the P, kill.
Screen 11: Power 1/3 then bump away.
Screen 12: Power 1/2 no jump, bump.
Screen 13: Power 1/2 no jump, collect jump.
Screen 14: Power 1/2 collect every symbol.
Screen 15: Low power, only collect if desperate.
Screen 16: 1/2 power. Persevere!
Screen 17: Full except 2, easy.
Screen 18: 1 power point, bonus.
Screen 19: Get bonus, power, high.
Screen 20: No P, get p's.

Viola! That's it." Viola? Surely you mean 'Voila?' A viola is a fat violin. I dunno, perhaps you're right. Thanx for the tips.

Agent X II

● This must be the most awaited sequel in the history of the cheapo. James and **Robin Alcock** have a neat little tip for those of you who would



Quartet

Finally, after months of waiting about, I finally got around to printing the second bit of the Quartet map. Yes, I know I should have thought about this before, but you know how it is: copy to write, sandwiches to eat, lunches to plan, magazines to read, games to play. It all just gets on top of you, dunnit? So many thanx to the jolly old Macclesfield Mapper for this super little mappington (Yibble yibble)

DR. BERKMANN'S CLINIC

Just a clinic-ette this month, as you attempt to recover from the almost certainly obscene quantities of Christmas pud you've funnelled down your gob during the festive season. (Take two aspirin and call me in the morning.) First, two patients who are finding it difficult to get off Level 1 in *The Living Daylights*. My personal advice is reset the machine and play something else. But I'm liberal enough to realise that anything up to half a dozen people in the world may actually enjoy playing this frustratingly mediocre piece of software, and two of them have written for help. So, Good Eggs, your assistance is required by both **Paul Thompson** and **Stephen Prior**. Let's have your tips . . .

CONTACT SAM CRUISE

Stuart Williams is having probs aplenty here — he needs a POKE and various specific tips, to wit — how do you get the keys off the fat man? And how do you meet Bud at the Hotel Royale? "Please reply, as I am desperate," he wails — anyone proffering help will receive the usual badge and worldwide fame!

RASTERSCAN

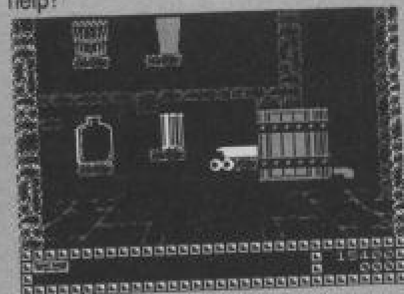
A letter from **James Burgwin**, who's stuck on this Mastertronic game, even though he's got the map and the POKEs. How? Well, he's mended the wires (four of each), kept the main pipe repaired and tried all of the switches, but he still can't get the engines to run. All he gets is "Battery overloaded". He can't even mend the tape-recorder to save it. Can you help?

DON PRIESTLY

Wot? There isn't a game of that name, is there? No, it's *Trap Door* time again, and *Popeye* to boot (oof!) **Paul Hunter** asks "How do I deal with those infuriating ghosts on the super-Berk level of *Trap Door*? Every time I just get to the right place, along comes the ghost and I end up miles away! Oh, and how do I stop myself from dying when I stand on the cannon in *Popeye*? I have lit the cannon with the fuse but every time I stand on it I die. I know it's possible, because I have done it once before, when it rocketed me to the higher screens, but I can't seem to remember what I did!"

Ron Noles is also stuck on *Popeye* ("I would love to get Popeye on the flying saucer, but he won't go!") and would appreciate any other hints, tips or whatnot for this perennial favourite.

As Shaw Taylor would say, "Can you help?"



GOOD EGGS

This month's mega-chaps are **Ron White** and **Leon Felgate.** Ron has sussed out *Nosferatu, Game Over, Fist II, Infiltrator, The Great Escape, Barbarian, Enigma Force* and *Fairlight II* (all of part 1 and much of part 2) so if you need help on any of those, send him an sae and a nice letter to 39 Highfield Road, Swinton, Nr Mexborough, South Yorkshire S64 8HN. We'll be sending him a small token of our appreciation.

Leon claims to have POKEs for almost anything, and tips for everything else, so if you want to avail yourself of his services, write to Leon Felgate, 47 Burbage Avenue, Stratford-upon-Avon CV37 0DU. He'll charge you for anything he's got (they're a stingy lot up Stratford way) so ask him what he's got to offer.

TOODLE PIP

Yes, that's all we've got time for this month, so it's goodnight from me, and it's goodnight from him. Goodnight! (Remember, if you're suffering from gamesnags, or you'd like to be a Good Egg and help out others in trouble, write to Dr Berkmann's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. There's a badge for anything printed!)

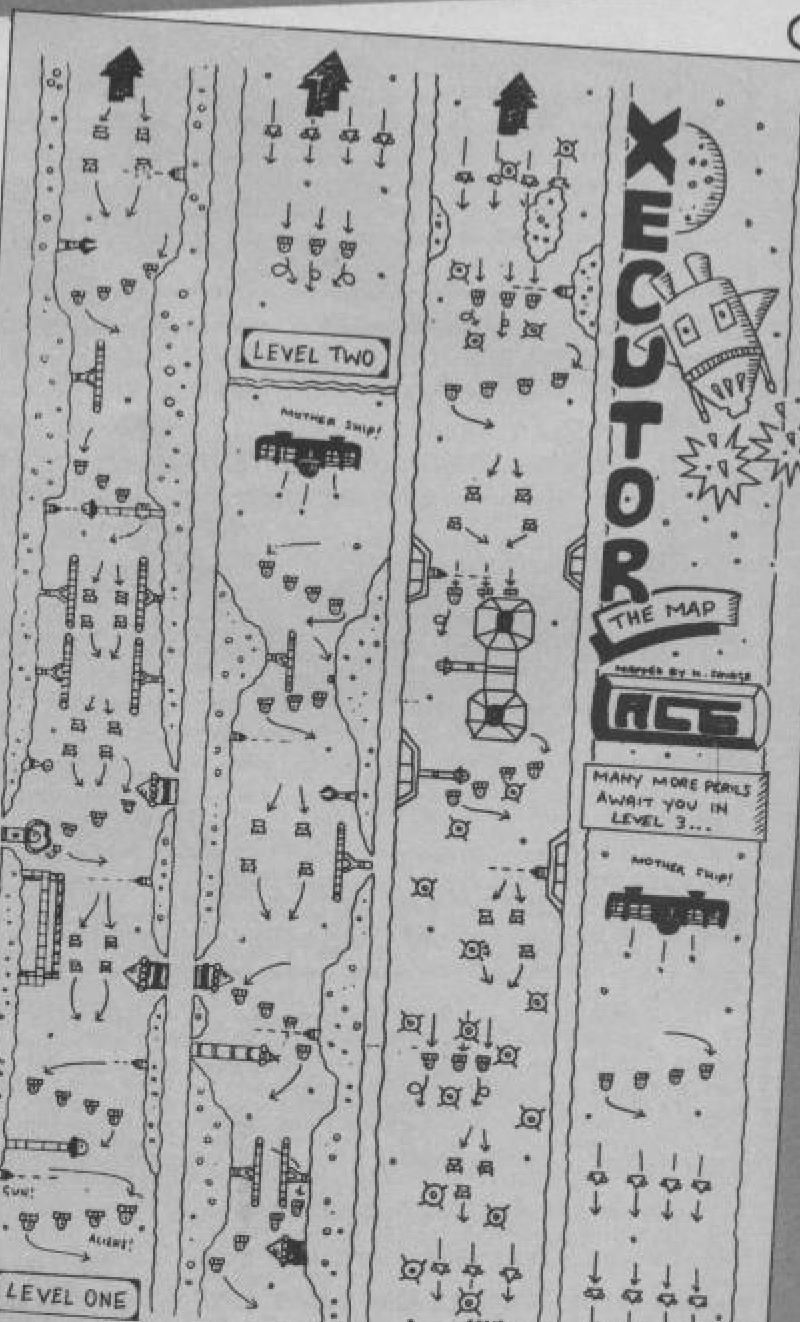
like to cheat your way into levels 2 and 3. **"You need a password to play level 2, or do you? If you load *Program:* The mad prof and *Bytes:* c of level 1, then fast forward to just past *Bytes:* c of level 2, (a tape counter is handy here) and press play, level 2 will load straight in with no password. From then on the password for level 3 is THERE'S NO ESCAPING IT."** Brillo, chaps. What's that? You've got a tip for *Freddy Hardest*, too, Well, let's have a look then . . .

Renegade

● By far the most popular game in The Shop this month is Ocean's *Renegade*, with a positive tidal wave of post. The best tips in this category were from **Chris Marlow, Andy Davies, Marcus Moore, Tristan Bayliff, Terence "Trent" Newman, Jonathon Litchfield, Ian Parkinson,** and last but not least **Gareth Pitt.** And here is a rough summary based on their info. Thanx boys, thou art the skillest of them all. First a little something for +2 users. Apparently all through the game if you hit DELETE or 0 (nought) you are instantly moved up to the next level. It's not known whether this works on the 128K Speccy or the spanky new +3, but I guess you can try it and find out, eh? Okay, here's the tippos! **Level 1: First kill the men with the baseball bats, then knock as many off the platform as possible. Boss 1: Keep hitting him with high kicks, then when his energy is right down, punch and kick him. Level 2: High kick the men off their bikes, then get the men with the crowbars. Boss 2: (Same as 1) Level 3: Make some space for yourself. Go round hitting them at least once each so when you knock Bertha over you can come back to them and finish them off. Boss 3: Get as far away from her as possible and when she runs at you, get her with a flying kick. Level 4: Make space for yourself, don't let them get too close to you. Level 5: Ditto. Boss 5: Go to the bottom of the screen, and when the boss fires his gun, kick the man closest to you and sit on him. Punch him slowly until the bullet has gone over your head. Do the same for the rest of the men. There is an easier way, however, and that is to wait till the boss fires, and pause the game. When you unpause the game, the bullet will be stuck in mid air.**
Brill.

Freebie Freebie

● All of you out there who want the definitive solution to the other ancient but still playable *Manic Miner* (which I STILL to this day get queries about) just send a sae to *Manic Miner* Final Solution, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Anyone out there got one for *Jet Set Willies 1 and 2*? Send 'em in!



Xecutor

● And just to prove that you're as good a bunch of drawers as you are mappers, here's **Karl "Skillo" Savage** (no relation to old Jeffy, by any chance?) with his neatly done *Xecutor* map. Any more superartistically talented tippers out there?

YS MAPS



Illustration: John Erasmus

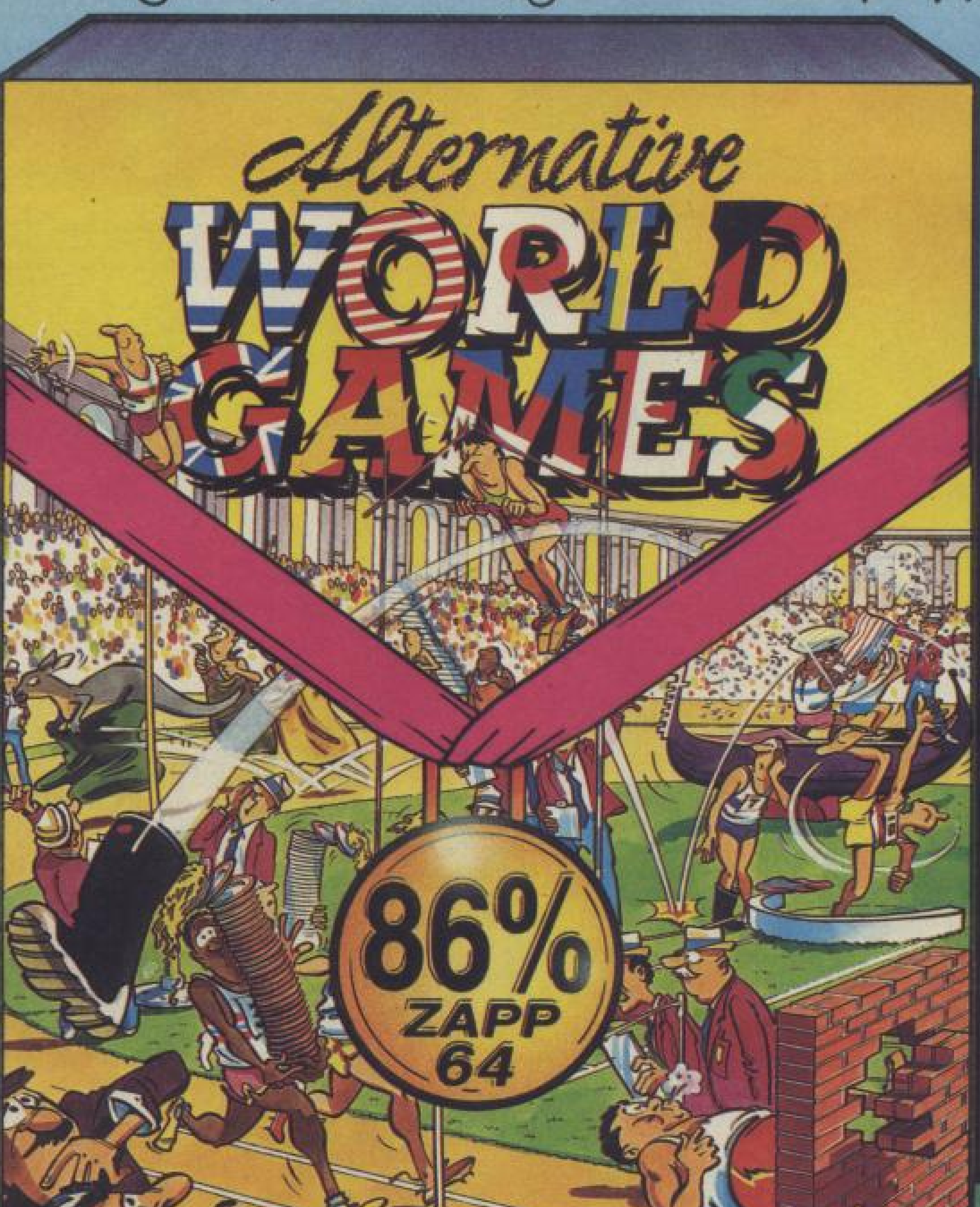

YOUR SINCLAIR
AND
LEVEL TWO
MAPPED BY THE WIZARD
WRAP AROUND
WHIPPING POSTS
START ROOM
EXIT



Illustration: John Erasmus

Alternative WORLD GAMES

If you've played the original from EPYX, you'll love the spoof from GREMLIN!



What a Winner

"Alternative World Games is superb, and sports fans should find it both challenging and fun."

Brilliant

"If it's a multi-event simulation you're after, this is certainly the one to go for this month"

What a Laugh

Fantastic

"This one features some lovely graphics, not only the picturesque backgrounds, but also the humorously animated characters."

Hooray

"OVERALL 86% A high quality, well thought out game that gently pokes fun at the whole multi-event genre."

Applause

AMSTRAD
£9.99 c
£14.99 d

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MSX
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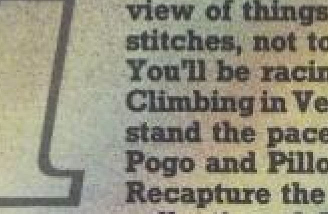
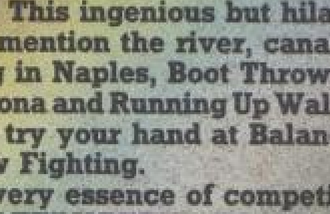
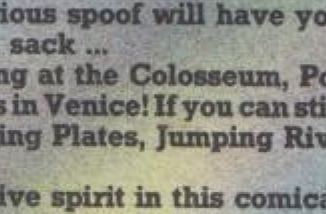
CBM 64/128
£9.99 c
£14.99 d

SPECTRUM
£7.99 c

1

Why be serious when there is so much fun in taking an alternative view of things? This ingenious but hilarious spoof will have you in stitches, not to mention the river, canal, sack ...
You'll be racing in Naples, Boot Throwing at the Colosseum, Pole Climbing in Verona and Running Up Walls in Venice! If you can still stand the pace, try your hand at Balancing Plates, Jumping Rivers, Pogo and Pillow Fighting.
Recapture the very essence of competitive spirit in this comical collection of *ALTERNATIVE WORLD GAMES!*

2

SCREEN SHOTS FROM CBM VERSION

3

GET TO GRIPS WITH A GAME FROM GREMLIN ITS A SHATTERING EXPERIENCE

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423

TIP O' THE MONTH

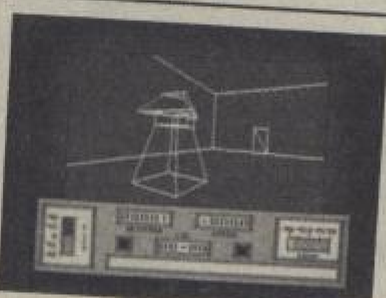
Mercenary

Joystick juggler *Tony Worrall* has spent more than a couple of nights beavering away at Novagen's Christmas cracker. Warning: if you want to enjoy the full mystery of the game, read no further!

First of all for a bit of fun. Don't press "Y" or touch the joystick to begin the game, and clock the messages that come up on Benson's screen. To begin the game properly, buy the ship — you can now move freely across the city. The craft you begin with is not really any good for fast movement, so fly to 09,06 and descend. There's an essentially circular maze down here, along which you'll pick up the large box, catering provisions, medical supplies, an energy crystal, sights and the first key, enabling you to get to the poweramp. This will give you extra speed and height for the Dominion Dart, which will let you get up to the Colony Craft.

Now you're properly equipped, let's talk about the aim of the game. Escape is the eventual target, but while you're on the planet you can pick up certain objects as you find them and sell them to the Palyars or Mechanoids. Find out how to do this to earn massive credit payments. All the objects can be found in the underground rooms, which can be entered via the hangars on the surface. A lot of the objects are red herrings, but here are some of the more important ones:

Large Box — This can be taken to the Stores for a bonus.
Energy Crystal — Take to a Power Room.
Medical Supplies — Take to the Infirmary.
Essential 12939 Supply — Look at this backwards and think about it!
Gold — To Exchequer.
Mechanoid — Yes, you can pick him up!
Photon Emittor — Will let you see in Dark Rooms.
Useful Armament — To Armoury.
Metal Detector — Detects which areas belong to which race.
Antigrav — Lets you carry heavy objects.
Data Bank — To Control Room.
Catering Provisions — Kitchen.
Kitchen Sink — Lets you carry anything.
Cobweb — Works as a skeleton key to unlock any door.
Winchester — Take to Laboratory.
Meutron Fuel — To Engine Room.
Anti-Time Bomb — Lets you shoot buildings without destroying them.
Sights — Puts sights onto the screen.
Antenna — Take to Communications Room.
Novadrive — You need this to power the intergalactic craft.



DOORS

You'll encounter all sorts of different doors in the underground complex and on the Colony Craft. The funny shaped blocks are keys — each shape opens the correspondingly shaped door. Doors with a cross are two-way transporters, which will either take you to a particular place every time or randomly to one of a network of similar transporters around the city. Doors with one diagonal line are one-way transporters — once through these you cannot return the same way. All transporters are colour-coded inside.

The door in the Colony Craft with the skull (in the Lab) is an exit to the city, although it can confuse matters. Use this to get down quickly. A certain door in the city leads back up to the Colony Craft, but it may take some finding.

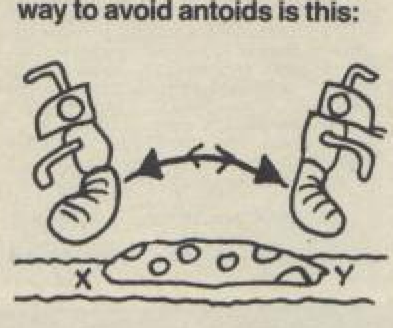
HANGARS

These are the only entrances to the underground tunnels, and can be found at (09,06), (09,05), (81,35), (03,00), (11,13), (03,15) — for which you'll need a pass — and the hidden one at (**,**). You'll find the Land Dart at (09,05), the Diamond Craft at (03,00) and the Jet at (**,**).

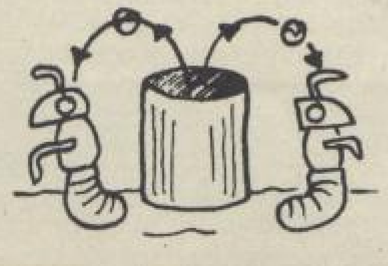
But what about the Cheese? What does that do? Well, think of who makes the biggest selling cheese triangles in the UK and you may be half-way there . . .

Freddy Hardest

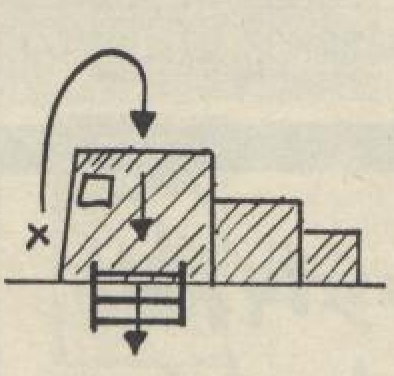
● Lots of tips for *Freddy* this month. A popular game by all accounts. I got lots of stuff, but all the really useful hints came from **Andrew Appleton, James and Robin Alcock, David Hobbs, Adam Cundy, L Hedley,** and that flippin' old **Jeff Savage** again (tsk!). The most common tip from all these spritely coves seems to be the access code to level 2. (Why do Dinamic games always have codes for level 2, hmm?) The code is 897653, and let that be a lesson to you. Some of these playful geezers actually had more to say about the game than that, particularly **Dave Hobbs,** who had this: **"On level 1 in which you have to get across the asteroid's surface, you must get as far as you can without killing anything. When a creature gets very close, blast it, but don't hang about. Use your gun for the whole level, except for the 'watching robots' which you kick. The way to avoid antoids is this:**



The way to get over this crater is to stand at point X, and when the Antoids get to point Y shoot them and then jump. The chimneys, these things that look like this . . .



look a bit dangerous. Little balls (no off colour jokes please) leap from them and when they hit the ground they turn into Antoids. This is not too difficult to overcome because the actual balls don't kill you, and you can also walk straight through the chimney. When you get to the end you'll see this:



Stand at X and jump. You'll then, if you didn't jump too far, fall down onto the ladder and be presented with the access code to part 2, which is 897563." Great! What about part 2? **"I'm glad you asked me that. First, collect a nuclear cell, and take it to the N marked on the floor. Go to the computer and activate it. You'll now load a certain ship with fuel. You'll find an N from where you start right, right, right, down, and right. Once you have loaded a ship, you must go round looking on all computers for RED/BLUE/WHITE/GREEN ONTO HYPERSPACE and RED/BLUE/WHITE/GREEN CAPTAIN CODE ARTEX/AUDOX/BORAX/FENIX. Then if you've loaded, got the captains code, and got one specific ship into hyperspace, go down to the hangars by going from the loading pad mentioned earlier at right, right, down, right, right, right, right, right, right, right, use tunnel, left and down. If you have all the info, you'll be able to jump the rail, enter the code and escape. Freeeeeee! And that, basically, is absolutely, definitely, extravganzeristically and thoroughly IT!"** Brilliant! Well done old bean, mon petite haricot ancient. You've done it. The first person to finish *Freddy* in the *YS* Tipshop! Nice one Dave.

PRACTICAL POKES

David McCandless *gives you a selection of his freshest, deffest and raddest POKEs.*

This is ze new *Practical Pokes* with a new columnist! And it's gonna be radical! (Yay!) And out of this world! (Double yay!) And Def! (Yayarama!) And right wing! *(Oi, watch it! Ed)* Ahem, just my little joke. What I really meant is that it's gonna be quite normal, extremely middle-of-ze road and very down-to-earth. Okay, yah!

Ah 'ave decided that this month will 'ave (ow you say) a French flavour (ie. very oniony and garlicy) for no other reason than ah'm feeling a little froggy at ze moment. *(Perv! Phil)* So, without further ado, 'ere are ze POKEs for zis month, mon petite Rubik Cubes.

Wonderboy

Firstly iz **Thomas Bannister** of Birmingham who sent moi a hack from ze famous Activision's wonderful *Wonderboy.* Et what a bon little hack it is, too! Jus' type in ze program, (you can delete lines 180-240 but not 250), save eet, then run eet wiz ze *Wonderboy* tape playing from ze start. Sacre Bleu! Ze INFINITE AXE poke will give tu ze ax all ze time, you greedy cochon.

```
 10  REM Wonderboy HACk
 20  REM by Thomas Bannister
 30 CLEAR 27000:  LET t=0
 40  FOR i=23296 TO 23337: READ
 a: POKE i,a: LET t=t+a: NEXT i
 50  IF t<>5602 THEN  PRINT "ER
ROR IN DATA": STOP
 60  FOR i=i TO 1e9: READ a
 70  IF a<999 THEN  POKE i,a: N
EXT i
 90  PRINT "PLAY WONDERBOY TAPE
 FROM START"
 100  RANDOMIZE USR 23296
 110  DATA 33,86,5,17,0,96,1,142
 120  DATA 0,237,176,33,116,96,3
4
 130  DATA 120,96,62,117,50,80,9
6,50
 140  DATA 113,96,50,126,96,62,1
35,50
 150  DATA 121,96,49,0,0,221,33,
33
 160  DATA 122,17,223,131,175,55
,205,0
 170  DATA 96,48,242,33,0,254,17
,0
 175  DATA 0,1,224,131,237,184,1
75
 180  DATA 50,58,134: REM INFINI
TE LIVES
 190  DATA 50,32,149: REM INFINI
TE VITALITY
 200  DATA 50,34,134: REM INFINI
TE AXE
 210  DATA 62,24,50,233,137: REM
 LOAD ANY PART
 220  REM NEXT 2 LINES FOR INVIN
CIBILTY
 230  DATA 62,195,50,58,133,50,1
12,159
 240  DATA 50,34,161,50,142,163
 250  DATA 49,180,95,195,0,128,9
99: REM END MARKER
```

Daves Raves Collection

Next iz some petite pokettes from moi for *Implosion* by Cascade, *Super G-Man* by Code Masters and *Jackle And Wide* from Mastertronic. Use zem as normal et delete any lines (from 50-80) zat you don't want.

```
 10  REM IMPLOSION Hack by DM
 20  CLEAR 24499: LOAD ""CODE 2
4500
 30  POKE 24557,201
 40  RANDOMIZE USR 24500
 50  POKE 38029,0: REM INFINITE
 ENERGY
 60  POKE 34278,0: REM INFINITE
 FUEL
 70  POKE 37714,0: REM INFINITE
 AMMO
 80  POKE 34419,0: REM INFINITE
 LIVES
 90  RANDOMIZE USR 32768
```

```
 10  REM SUPER-G MAN Hack by DM
 20  CLEAR 27999: LOAD ""CODE 1
6384
 30  POKE 23309,201
 40  RANDOMIZE USR 23296
 50  POKE 32306,0: REM IMMORTAL
ITY
 60  POKE 28564,0: REM INFINITE
 FUEL
 70  POKE 28118,0: REM INFINITE
 AMMO
 80  POKE 31936,0: REM INFINITE
 LIVES
 90  RANDOMIZE USR 28000
```

```
 10  REM JACKLL AND WIDE HACK b
y DM
 20  CLEAR 24999
 30  LOAD ""SCREEN$
 40  LOAD ""CODE
 50  POKE 39248,0: REM INFINITE
 STRENGTH
 60  POKE 45002,201: POKE 46035
,24: REM NO FATAL CONTACT
 70  POKE 45545,0: REM INFINITE
 TIME
 90  RANDOMIZE USR 25000
```

Solomon's Key

Enough of imploding (still eet's better zan Ex-ploding at ze dinner table!) and onto a neat cheat for *Solly's Key,* which 'as come mah way from **Jon "ZX-Zapper" Rose** of Bognor Regis, a far cry (hellooooo) from le jolly old Cote D'Azur, non? All you 'ave to do is redefine ze keys as E B O R P, zen define zem again as you want zem when you play and you'll 'ave infinite lives! Hon-he-hon-he-hon!

Ballbreaker

Now listen very carefully, I shall say zis only wance. I want a reum with a pheun or rather an 'ack for *Ballbreaker* from CRL, wot I 'ave received from wacky **Thomas Bannister.** Delete lines 130-150 if you want, but not line 160. For ze start screen hack, shust alter ze 'S' variable in line 20 and you will begin on zat level. An wot is meur when you restart apres dying you will be on ze level you died on! And remember, don't be bozered by flashing (oo-eur) coleurs when eet iz loading.

```
 10  REM BALLBREAKER Hack by Th
omas Bannister
 20 PAPER 0:  CLEAR 28000: LET
S=0: LET T=0
 30  FOR I=23296 TO 23334: READ
 A: POKE I,A: LET T=T+A: NEXT I
 40  IF t<>4868 THEN  PRINT "ER
ROR": STOP
 50  FOR I=I TO 1e9: READ A
 60  IF A<256 THEN  POKE I,A: N
EXT I
 70  RANDOMIZE USR 23296
 80  DATA 243,221,33,172,253,17
,63
 90  DATA 4,62,255,55,205,86,5,
48
 100  DATA 241,205,86,5,49,0,0,2
21,33
 110  DATA 214,109,17,237,134,17
5,55,205
 120  DATA 227,254,48,242,175
 130  DATA 50,164,155: REM INFIN
ITE MISSILES
 140  DATA 50,0,140,50,64,140: R
EM INFINITE BALLS (oo-er)
 150  DATA 50,101,139,62,5,50,11
2,128: REM START SCREEN, NO BEGI
N
 160  DATA 195,0,128,999: REM EN
D MARKER
```

Multiface Corneur

Athena 48K:
POKE 50267,0 Megajumps
POKE 51212,0 Infinite lives
POKE 55268,61 Infinite time

Solomon's Key:
POKE 49344,0 Infinite lives
POKE 50831,0 Infinite fireballs

Sidewize:
POKE 52637,9 Invincibility
POKE 52647,9 (use both)

I, Ball:
POKE 45188,0 Infinite Missiles
POKE 49165,0 Infinite Lives
48790,0 (use both)
POKE 49781,33 No gun overheat

Down To Earth:
POKE 40141,182 Infinite lives
POKE 38583,0
38911,0 Infinite
39168,0 bombs
39387,0
POKE 40141,205 Mystery poke!

Multiface pokes courtesy of **Ricky Robinson, Jon "ZX-Zapper" Rose** and **Paul Stephenson.**

Well, that's about it for this month. Don't forget to send me your hacks and cracks *(and snacks? Phil),* POKEs and requests, moans and groans, ideas and thoughts, or anything really to do with hacking to David McCandless, Practical Pokes, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE, and you never know, you might get a badge. And this time put how long it took you to find those pokes; let's see who can crack the fastest. And to the Italian HACKER'S BOSS, your program and info sounds interesting, so send it in. That's it! Bye!

Auf Wiedersehen Monty

● **R Saunders** of Brum has a nifty little variation on the *Monty* infinite lives loading sequence. Apparently all you have to do is type:
CLEAR 32767: **LOAD "" CODE: RANDOMIZE USR 32799 and you'll have those all important lives! Thanx matey!**

Stiff Lip And Co.

● A quickie here from A Real Laid Back **Zombie Warrior...** ahem ... with a hot tip for **Stiffy.** And it goes like this: **"Give the gun to the colonel in the first screen, and to avoid being flattened by the 10 ton weight, tie thread to rope and pull thread."** Short, but perfectly formed.

● Okay, that's it for another month. And if you've got any hints, tips, POKEs, maps or winning conversational opening gambits like "Here's the key to my Porsche, meet you outside in ten mins, okay yah?", send them in to me, Snouty, at the following address: Phil South, *YS* Tipshop, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE.

▶ And remember, every tip or map or POKE printed in 'The Shop' gets a super classy 'I've Got Big Tips' badge. Yay!

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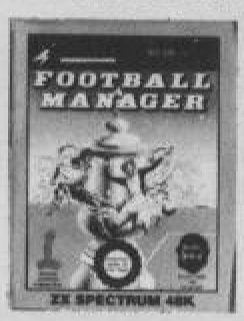
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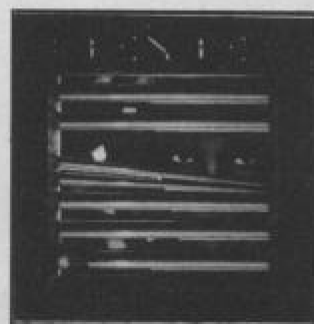
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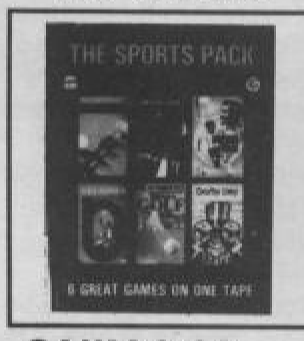
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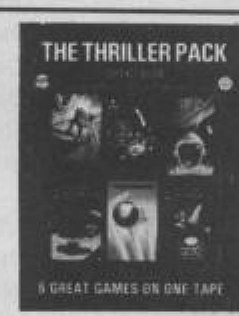
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TERRAMEX

YS COMPO

Win a swizzy compact automatic 35mm Vivitar camera, a cricket bat, ball and stumps and 50 copies of Quicksilva's *Terramex*.

Dr Albert Eyestrain, a completely hatstand scientist, has predicted that a giant asteroid is on collision course for Earth. But everybody thinks he's as loopy as a fruitbat and doesn't believe him. Oops! There seems to be a giant asteroid on a collision course for Earth! Dr Eyestrain has gone off to sulk and he's the only one who can save the world from impending doom.

Can you track him down by taking the part of one of five adventurers and construct a Positronic Asteriod Deflector? If you can you've completed *Terramex* — Quicksilva's new rib-tickling arcade adventure. But we warn you it's not easy!

And it just so happens that you can get your filthy maulers on a copy in our fabulous compo. But first — da! da! daah! — come on down for the top prize of a Vivitar PS:35 Autofocus automatic 35mm camera! And pretty natty it is too with fully automatic focus, exposure control and wind, motorised rewind and built-in flash! The second prize winner doesn't quite get Mike Gatting, but does get a cricket ball, bat and stumps. Plus there's 50 copies of *Terramex* for the runners-up.



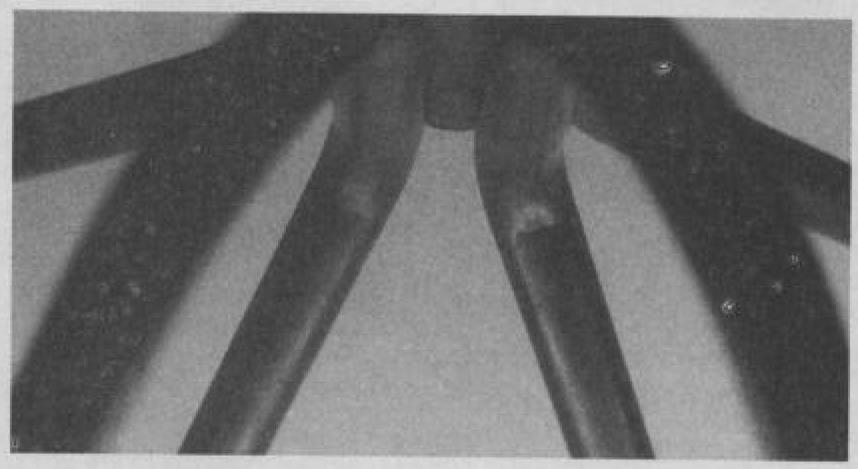
PICTURE THIS

- Employees of Dennis Publishing Ltd and Grand Slam are warned that if they attempt to enter we have plenty of compromising pictures of them to expose.
- If you want to be in the picture remember the shutter date for this compo is 29th of February.
- Chatting to the Ed will prove to be more than a little negative — she'll tell you to F stop.

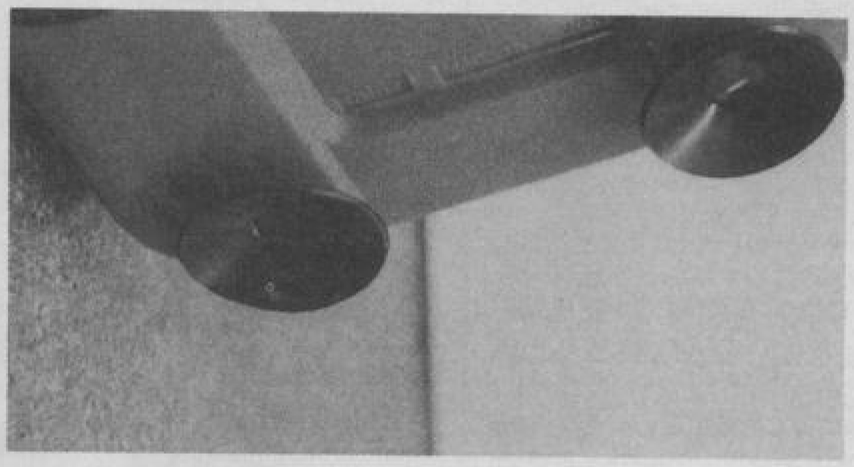
DO WHAT, JOHN?

The camera never lies! Or does it? Well, you tell us. Pictured below are three everyday objects but they've been taken at very strange angles so it may not be obvious what they are. Just to make it easier we've given you three choices for each pic. Use your powers of deduction to decide what's what and fill in the answers and your name and address on the coupon below. Stick to the back of a postcard or envelope and send it to: If A Picture Launched A Thousand Ships Phil Must Be A Dinghy Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

1.
a) Hatstand
b) Airplane propeller
c) Aardvark



2.
a) Joystick
b) U.F.O.
c) Frisbee



3.
a) Kevin's Moustache
b) Caterpillar
c) Ronco Clothes Brush



I got me telephoto lens out, zoomed in and came up to see your etchings. Here are my enlargements on the subject:

1................................... **2.**.................................. **3**..................................

Name ....

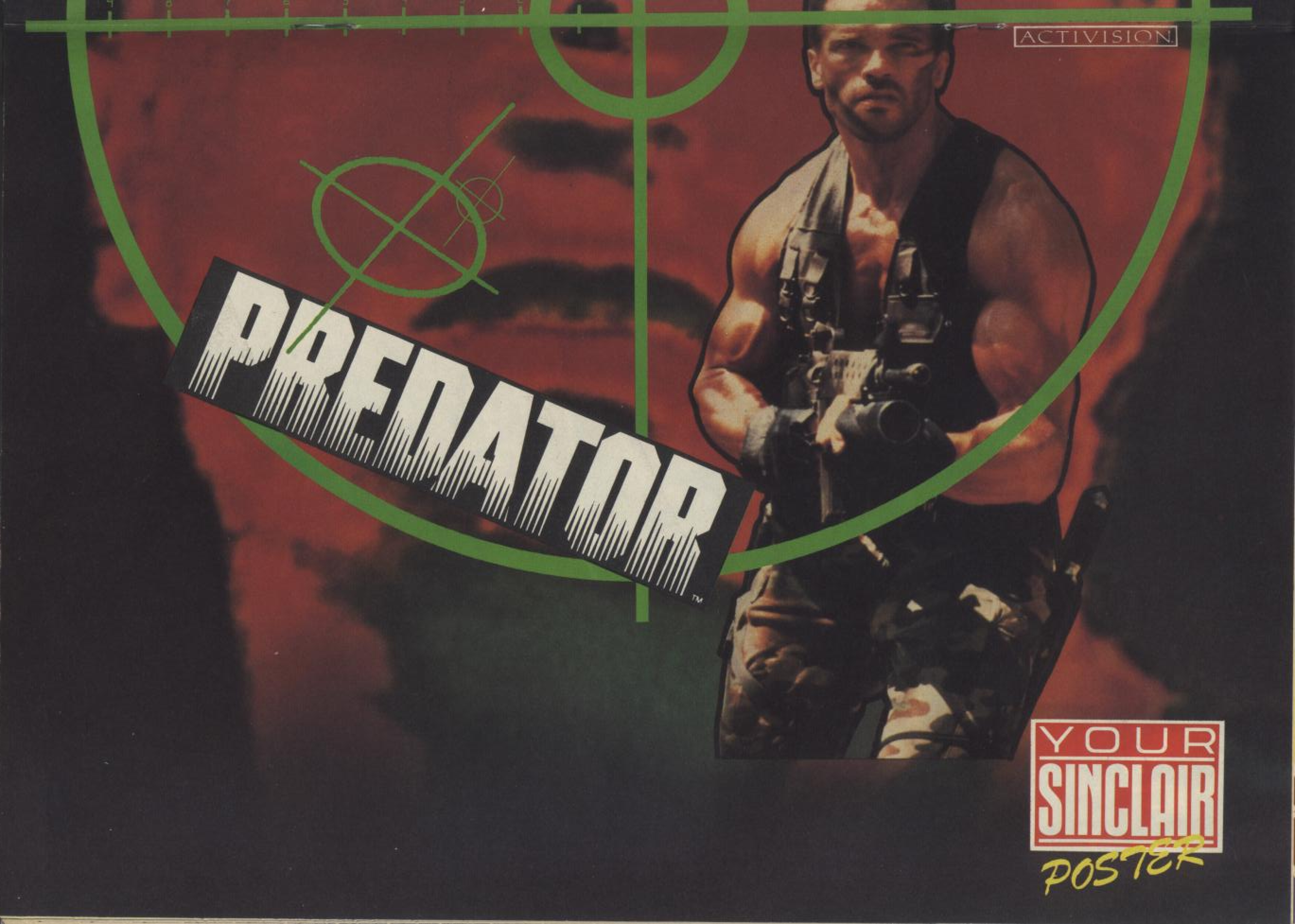
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I've filled in the coupon and am now sending off my enlargements to: If A Picture Launched A Thousand Ships Phil Must Be A Dinghy Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE


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I'm Bard, I'm Bard (I'm Really Really Bard)

YS COMPO

Win! Win! Win!

10 copies of TSRs *Dungeons And Dragons™* plus 20 copies of Electronic Arts' *The Bard's Tale*!

If you like hacking bits off trolls and orcs in deep and dingy dungeons, then of course you'll love *Dungeons And Dragons*, but we think you'll also be a bit impressed by Electronic Arts' new game for your Speccy, called *The Bard's Tale*. The game, designed by Interplay Productions (kwar fwar) in the grand old US of A, has been topping the charts on every machine under the sun for a couple of years now.

The plot involves your attempts to foil the evil wizard Mangar, whose evil influence hangs over the sleepy village of Skara Brae like a scuzzy net curtain. Mangar has cast a spell of Eternal Winter over the village preventing the villagers seeking help from outside, and so you must lead a handful of untried fighters to defeat him. First you must explore Skara Brae, collecting magical stuff and treasure. Then you've got to survive a bunch of obstacles, like gangs of henchpersons, skeletons, well hard mazes and so forth. Finally you've got to face Mangar himself and polish him off, in order to set Skara Brae free. Ha, is that all? What are we gonna do *after* lunch?

The game is a bit *Slaine*-like in appearance, being a sort of windowy and texty kind of game. As well as being a good adventure game, *The Bard* is also a sort of computerised Role Playing Game, with experience points and attributes gained by the players being stored on tape as you go.

Which brings us neatly to our star prizes... tah-dahhh! The original TSR *Dungeons And Dragons* starter kit. (Yay!) These kits are worth a bit under a tenner each, and contain everything you need to understand and begin playing *D&D* for yourself. You can use the instructions to learn the game before you join a local *D&D* club, thereby not appearing to be a complete inexperienced dork. Why not turn to the special Role Playing Games feature on page 76 for more details about this totally spondicious and well crucial bit of gamesmanship?

Rules

- Employees of Dennis Publishing and Electronic Arts are bard from entering this fantasy compo!
- Hack off date for all entries is February 29th 1988 (Slice!).
- The Ed's decision is final, and anyone who thinks otherwise is looking for a fat lip. (*I'm sure I left it somewhere... Phil*)

What You Do!

So here's the deal: the winners of this super compo get a copy of the *D&D* kit *plus* a copy of *The Bard's Tale* and the 10 runners up get a copy of *The Bard's Tale*. Sound good? So what do you have to do to earn these fabby prizes? Hah ha, well because the prizes are so berilliant, we've thought up a well hard wordsquare for you to do. All the words, listed below, are jumbled up forwards, backwards and diagonally through the letters in the square. Find the 15 words and indicate where they are by drawing a line through them with a blue or red crayon. Then send off the coupon, square and all, to: Never Mind A Cup Of Tea I Could Do With A D&D Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

EVIL	MANGAR	SKARA
WIZARD	BARD	BRAE
ETERNAL	TALE	MAZES
WINTER	ELECTRONIC	MAGIC
DUNGEON	ARTS	MUSIC

U	E	P	H	Q	S	F	T	U	G	J	H	P	N	K	E	K	M	G	G
K	P	E	Q	W	I	Z	A	R	D	O	P	T	Q	L	T	Q	U	I	P
O	Q	M	U	J	K	L	J	K	E	R	C	B	R	F	M	L	R	U	I
H	O	A	B	E	G	K	S	C	H	F	C	G	W	T	B	C	T	M	R
E	R	N	W	R	T	E	I	R	M	U	Q	T	D	M	U	U	U	C	O
I	G	G	L	I	A	E	E	T	O	K	E	Q	T	O	C	B	G	N	S
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G	S	R	H	P	Q	T	D	N	I	K	U	Q	H	E	R	M	H	I	I
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U	L	E	C	R	M	U	I	R	O	L	P	O	R	D	N	S	T	R	A
R	D	P	J	U	D	Q	A	E	P	N	T	C	J	N	D	M	U	K	D
H	J	W	H	K	F	R	G	T	C	T	B	B	I	Q	T	L	P	H	L
L	R	M	H	L	A	N	D	T	N	H	U	I	F	G	I	D	H	U	U
E	C	B	S	K	U	J	T	M	Q	P	L	R	P	R	A	U	D	H	U
T	M	H	S	D	N	M	N	I	J	B	P	I	N	M	L	M	N	M	U
W	D	U	L	E	F	C	I	S	U	M	J	U	U	B	P	G	B	R	Q
C	R	M	E	L	M	D	M	U	P	L	S	J	U	E	S	E	Z	A	M
M	A	E	G	A	T	I	I	L	M	P	G	K	T	U	E	W	P	O	Q
U	B	H	Q	T	F	T	U	M	U	C	C	E	U	S	G	S	F	J	Q
R	V	F	T	L	D	L	K	S	P	M	B	U	L	F	H	G	Q	F	R

Name ....

Address ....

....

.... **Postcode** ....

Game of the Year

THE CRITICS' CHOICE

GWYN & RACHAEL

The *YS* Love Bunnies (*Yuk! Ed*)



1. ***Driller*** (Incentive)
2. ***Head Over Heels*** (Ocean)
3. ***Leaderboard*** (US Gold)
4. ***Exolon*** (Hewson)
5. ***Brian Clough's Football Fortunes*** (CDS)

Most Disappointing:
American Football (Gamestar)

What a way to end the year – we actually agreed on something! Fifth from top is *Brian Clough's Footie Fortunes* — not glamorous but enormous fun. Shoot 'em up supreme at four is *Exolon* — we just kept going back for more. Out on the links is *Leaderboard*, three under par and a lasting success. Yes, we know that the number two, *Head Over Heels*, is hardly original, but it's still brilliant fun. But top of our pops is *Driller* — just when they said there was nothing new you could do with a Spectrum, Incentive's done it! Turkey of the year was more difficult, but Gamestar's *American Football*, bugged and unplayable, was back on the bench as soon as we saw the preview copy. Be glad it never made the pitch!



DR BERKMANN

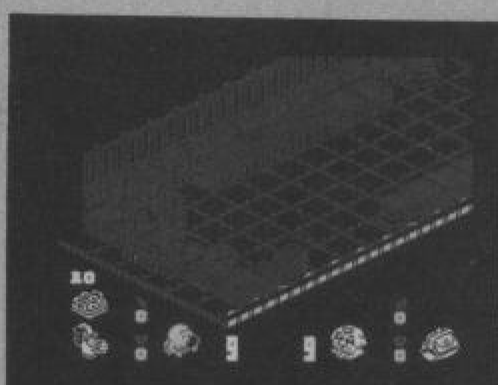
Licensed Head Over Heels Bore



1. ***Head Over Heels*** (Ocean) (*Well blow me down!* Ed)
2. ***Rana Rama*** (Hewson)
3. ***Mercenary*** (Novagen)
4. ***Arkanoid*** (Imagine)
5. ***Leaderboard*** (US Gold)

Most Disappointing: ***The Living Daylights*** (Domark)

Most of the megabrill games really speak for themselves, and besides, I've gone on about most of them *ad nauseam* in previous issues. What they have in common is that, up to nine months after they were first released, I still play 'em to death! (Runners-up, by the way, were *Jack The Nipper II, Deflektor, Shockway Rider, Sidewize* and *Stormbringer*). The year's real sewage was harder to filter out, though. *The Tube* from Quicksilva, *Howard The Duck* from Activision and around 8 billion others spring to mind, but Domark's pitiful *Bond* game was really head and shoulders below the rest. I was shaken and stirred all right, but only with frustration. A real Dr No-no (yo ho). Now, back to *HOH*...



PHIL SNOUT

Man Of A Thousand Sandwich Fillings



1. ***Solomon's Key*** (US Gold)
2. ***720°*** (US Gold)
3. ***Driller*** (Incentive)
4. ***Renegade*** (Imagine)
5. ***The Sentinel*** (Firebird)

Most Disappointing: ***MASK 1*** (Gremlin)

Aha, you might say, interesting choice from El Snouto. And you'd be right. S'funny, but if you're a crit (as we crits like to be called) you tend to take more notice of games that are slickly executed and original. I mean, if you see about 400 games a year, something that makes your eyes bug out is more memorable than just another scrolling shooter/3D isometric/platform/road racing kind of game. This top five tells of a man addicted to coin-op machines, the slotty little conversions taking the lion's share of the vote. But it's interesting that the remaining duo are alike, being a brand of complex total 3D games quite new to the Speccy screen. Is this a chap who wishes that one day all computer games could be made this way? I answer with a final question. Is the Pope Catholic?

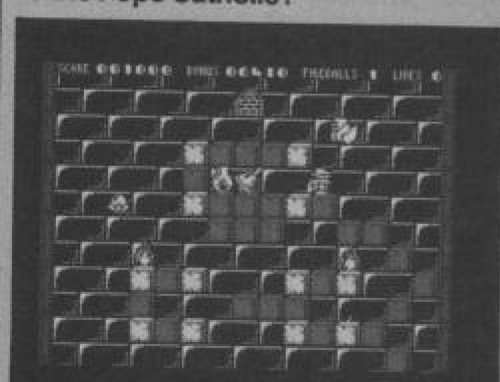


Illustration: Nick Davies

1987 was a pretty crucial year for Speccy software. As you lie there, trying desperately to recover from mince-pie overconsumption and a seasonal excess of Paul Daniels, the *Screenshots* regulars have miraculously managed to drag themselves away from their sofas to consider the best (and worst) games from these past twelve months. Was it worth it? Will there ever be a year like it again? What's for dinner?

JONATHAN & NAT

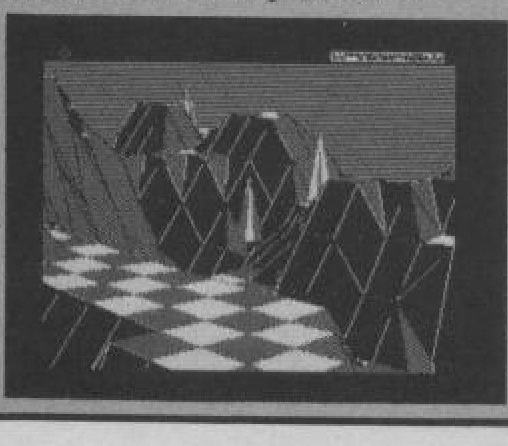
Those Boys From *Spectacular*



1. ***Head Over Heels*** (Ocean)
2. ***The Sentinel*** (Firebird)
3. ***BMX Simulator*** (Code Masters)
4. ***Batty*** (Elite/YS)
5. ***Bosconian*** (Mastertronic)

Most Disappointing: ***Centurions*** (Starlight) — Hilariously bad!

Head Over Heels? Probably the best game in the world...in our opinion anyway. The brilliant graphics are not at the expense of the gameplay, so this wasn't just another *Knight Lore* clone. *The Sentinel* was one of the very few original concepts to appear this year, and even with 10000 levels and all those wacky graphics they still managed to squeeze in a few special FX. Not for the easily terrified. As for the *BMX Simulator*, well, so it's not the most complicated game ever, but we were both glued to it for ages when it first came out. And we could hardly leave Batty out, could we? Too bad the back issues have sold out! (*Take out a subscription! Ed*) *Bosconian*'s another budget game, with naff graphics and simplistic gameplay, but for some reason we just keep on coming back to it.



TONY WORRALL

EPROM Main Man



1. ***Arkanoid*** (Imagine)
2. ***Head Over Heels*** (Ocean)
3. ***Wizball*** (Ocean)
4. ***Mercenary*** (Novagen)
5. ***The Sentinel*** (Firebird)

Most Disappointing: ***Dawnssley*** (Top Ten)

So I haven't got shares in Ocean/Imagine (wish I had), but it did come out with the three most playable games of '87. *Arkanoid* kept me glued to the ol' pregnant calculator for about six hours first time I loaded it up! *Head Over Heels* defies description as a mega-arcade-adventure and it's cute with it! *Wizball, Mercenary,* and *The Sentinel* are all fantastic conversions from their Commodore ancestors — not one of them loses out on the tremendous addictivity the other versions enjoyed. Five stunning classics that are essential for any dedicated Speccy owner.

YS Top Ten

All this, when totted up, leads up to the overall Top Ten for 1987, and the prestigious YOUR SINCLAIR **CRITICS' GAME OF THE YEAR,** which is . . .

1. **Head Over Heels (Ocean)**
2. ***The Sentinel*** (Firebird)
3. ***Mercenary*** (Novagen)
4. ***Driller*** (Incentive)
5. ***Arkanoid*** (Imagine)
6. ***Leaderboard*** (US Gold)
7. ***Exolon*** (Hewson)
8. ***Solomon's Key*** (US Gold)
9. ***Rana Rama*** (Hewson)
10. ***720°*** (US Gold)

The certificate for this famous and highly esteemed prize, hand-drawn on lined A4 by our exceptionally talented Art Editor (*Anything considered Art Ed*), will be presented to the winning software house at a ceremony that's yet to be arranged. And the reason it has yet to be arranged is that there's one thing missing from all this: what YOU think. Y'see, we also want to present the *YOUR SINCLAIR* READERS' GAME OF THE YEAR award, and for that we need your help. So go on, whip out your ballpoint (oo-er!), and fill in your top three games of the past year (in order, please) on the form below. Then send it off to us at the usual address. There's even a small prize in store for some lucky voter, 'cos one person, drawn from the hat at random, will win 100 spanky new games! Yep, straight up! So don't go voting more than once, unless you feel like being disqualified. Remember Keith Best! (*No. Ed*)

VOTE NOW!

Hoy, *YS* cretins! You wouldn't know a decent game if it was shoved down your throat! Take it from someone who knows — 1987's top three games were:

1 ....

2 ....

3 ....

if my name isn't ...., cos it

is, so there. My address is ....

....

....

(Now send this to: Game of The Year, *Your Sinclair,* 14, Rathbone Place, London W1P 1DE before February 10th — so you'd better get a move on!)

YS SUPERSTORE

If you want to know what every hip'n'trendy dude will be wearing next year. Look no further — it's here in the *YS* Superstore!

Binders

Dress up in style with a very tasty *(Mmmmmm! Phil) YS* Binder. It comes in bright red with snazzy gold lettering down the spine and is a must for up and coming fashion hounds. With space to keep 12 issues of *Your Sinclair* in mint condition you can team it up with a casual shirt and jeans, or how about a pinstripe suit for that genuine City look. Don't get all tied up and in a rut — turn over a new leaf of *YS* and buy a binder now!

£4.95

YS MegaBasic

Fling away your Filofax™ and toss away your Time Manager System 'cos it's arrived — *YS* MegaBasic. A personal organiser for your Speccy — it's an absolute must for the aspiring yuppy. This t'riffic programming utility has on-screen windows, 64 column text, lots of fonts, user-defined character sizes and simply loads more. Wear it anywhere and anytime — it'll give you and your Speccy that boost you've been looking for. Don't delay — fill in that coupon and send it off before it's too late!

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YS Badge

FREE BADGE! Order more than ten quid's worth of trendy *YS* gear and cop one of these tremendous *'Your Sinclair* is Skill' badges absolutely gratis! Well smackmalala!



Sports Bag

Bags are in! And the *Your Sinclair* sports bag made of striking red and black strong nylon emblazoned with the *YS* logo looks good with any outfit. Ideal for mountaineering equipment, surf board and swimming goggles, it measures a hefty 19" × 9½" × 9" and comes with a natty carrying strap. How can you refuse such a fashionable accessory that'll come in handy on any occasion? What's more, it's dirt cheap at only £7.95. Order yours now and be sure to have bags of fun in the coming year!

£7.95

T-Shirt

You too could look like this! Well almost. 1988's look will definitely feature the big'n'baggy *YS* designer T-shirt. Wear it loose over jeans for the casual look. Or jazz it up with a belt and drill cotton trousers for evening wear. And on those cold winter nights snuggle up in it in bed to keep warm and cosy! Made of 100 percent cotton, it features a wacky Chris Long illustration in bright blue and black on the front and costs a mere £4.50! What are you waiting for? Fill in the coupon and get ready to stun the world.

£4.50

Makeup from: Coco The Clown's own private collection
Hair by: Dragged Through A Hedge Backwards Salon
Gear courtesy of:
***Your Sinclair* Superstore**

LET ME AT THOSE NATTY *YS* FASHION ACCESSORIES!

• I'm a real trendy geezer so I'll be wearing one of those stylish *YS* T-shirts next year, especially at the bargain price of £4.50 each. I've ticked the box showing my size and I don't mind waiting 28 days for delivery.
Small ☐ Medium ☐ Large ☐ Extra Large ☐

• Style's my middle name so I've got to nave one of those natty *YS* Sports bags to keep my dirty washing in. It'll look fab teamed up with the *YS* T-shirt too! What's more it's dead cheap at only £8.95 and it's worth waiting 28 days to get it too!

• Me and my Speccy would just adore a copy of *YS* MegaBasic — it's just what we've been looking for to get ourselves on the fashion circuit. And it's only £7.95 too!

• No outfit would be complete without a nifty *YS* binder tucked under one's arm so you might as well send me .... binders too! For only £4.95 each they're a snip!

I'm gonna get all togged up and have somewhere to go so I've ordered the following *YS* Goodies:

ITEM NUMBER

Sports Bags ....

T Shirts ....

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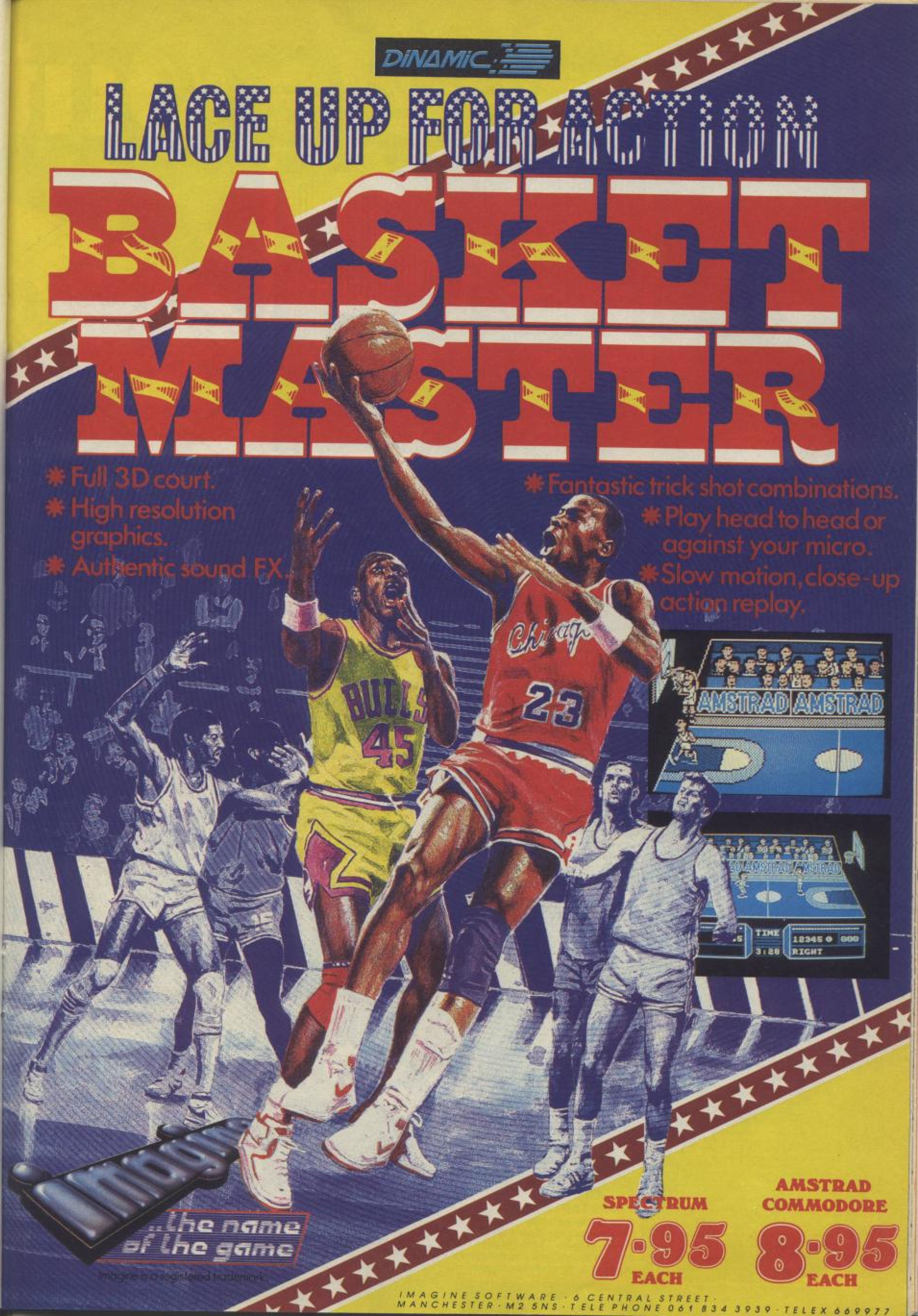
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Inside Out

Eeek — sneak thief Smiffy here, trapped and unhappy. Not that I've been banged up (in gaol, you pervy little pustule). No, I just saw all these milk bottles and newspapers piled up outside the big house on the hill — you know, the one which used to be owned by the late, local, loony professor, and I couldn't resist it.

I'm a member of my neighbourhood watch, see (I watch out for places where the occupants are away). So I thought I'd check the front door and gor blimey (as me old friend Mr Knuckles used to say) whatdya know — it was open. What else could a buxom burglar do? I broke an entry.

And that's when strange things started to happen — like the door swinging shut and staying that way! All the windows were locked too. Seems like old man Crutcher (Rest In Pieces — what a messy explosion that was!) had crutched me good. But that wasn't the biggest surprise. Blow me down, guv, if the house wasn't empty after all.

Yes, I strayed into Lady C's bedroom and what do I see but the old bat herself, flittering around and waiting for me. "At last," she cried, "a member of the criminal classes. There's never one around when you need one."

Then she went on to explain why she'd lured me into her horrible house. Seems her stiffy spouse had odd ideas about security and instead of consigning her sparklers to the local Barclays he'd hidden them around the mansion. Only problem was he'd popped his clogs before telling her where they were stowed.

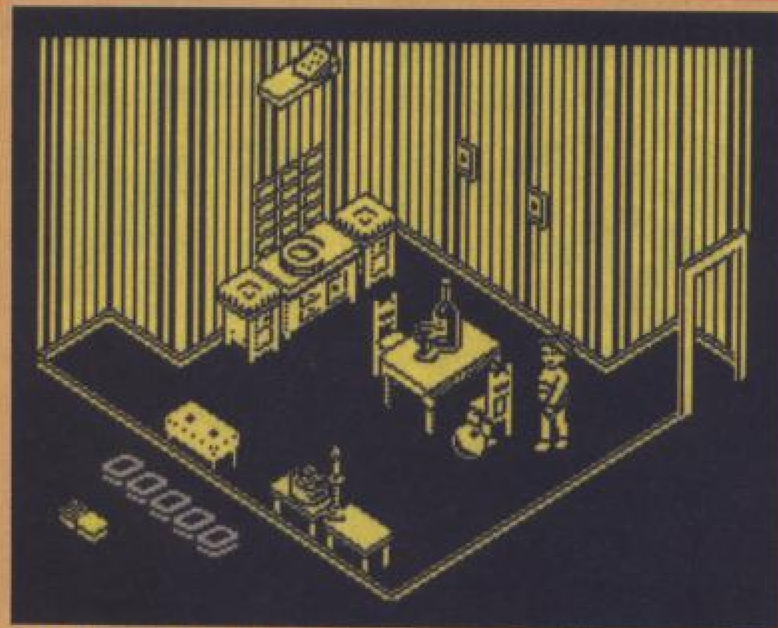
"So I thought, who better to find them than a burglar?" her ladyship summed up. "There are twelve diamonds and limited time so you'd better get cracking — as in safe-cracking." "And what if I say no?" I asked, thinking that NULFI (the National Union of Light-Fingered Individuals) wouldn't be too keen on this sort of non-profitmaking activity. "In that case I'll feed you to the budgie," she smiled.

Feed me to the budgie?!! Listen, anything less savage than an alsatian don't scare me, so... Argh! The ex-Prof was into genetic Meccano and built himself a killer canary and some monstrous mice to guard his crumbling pile.

The thing that really sets *Inside Outing* apart is that, as well as providing enough nightmares to keep mappers awake for ages, there are also fiendish problems inside the rooms. Imagine searching your bedroom for a lost pin — it could be in a drawer, under a plate, behind a picture. Anywhere!

Graphics / Playability / Value for Money / Addictiveness	9

FAX BOX
Game .... Inside Outing
Publisher .... The Edge
Original Program by .... Michael St Aubyn
Conversion by .... Timedata/ Pamela Roberts/Mike Smith/Hagar
Price £7.95



BITCHIN' IN THE KITCHEN
Successful thieves watch their drawers. No, not their frillys, you daft apeth, but kitchen drawers, which might contain anything from a glass of wine to a flapping bird — or maybe something of real value. Use the pull option to remove the lid then jump down into the cupboard to look around.

BLUEPRINT FOR BURGRY



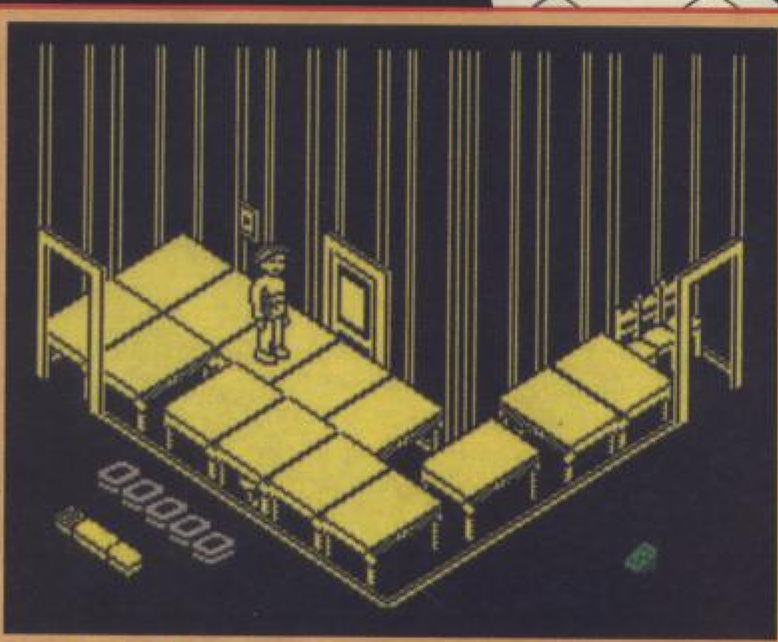
Unhappy landings. There's a bird in here and it wants to cover you in... consternation, so dodge unless you know how to stun it.

Well and truly lumbered. There appears to be a door behind this pile of furniture but you'll need to neutralise Captain Canary before you can shift it!

Grate detail! There's even a flickering fire in here but don't scorch yourself on it or you'll lose strength.

Going up. You have to jump to ascend the stairs to the first floor. There are pictures as you go — check them out to see if they conceal a safe!

There's a mouse in my kitchen! Actually there are two and they make straight for you. If only you could find some cheese but all there is here are doughnuts and wine.



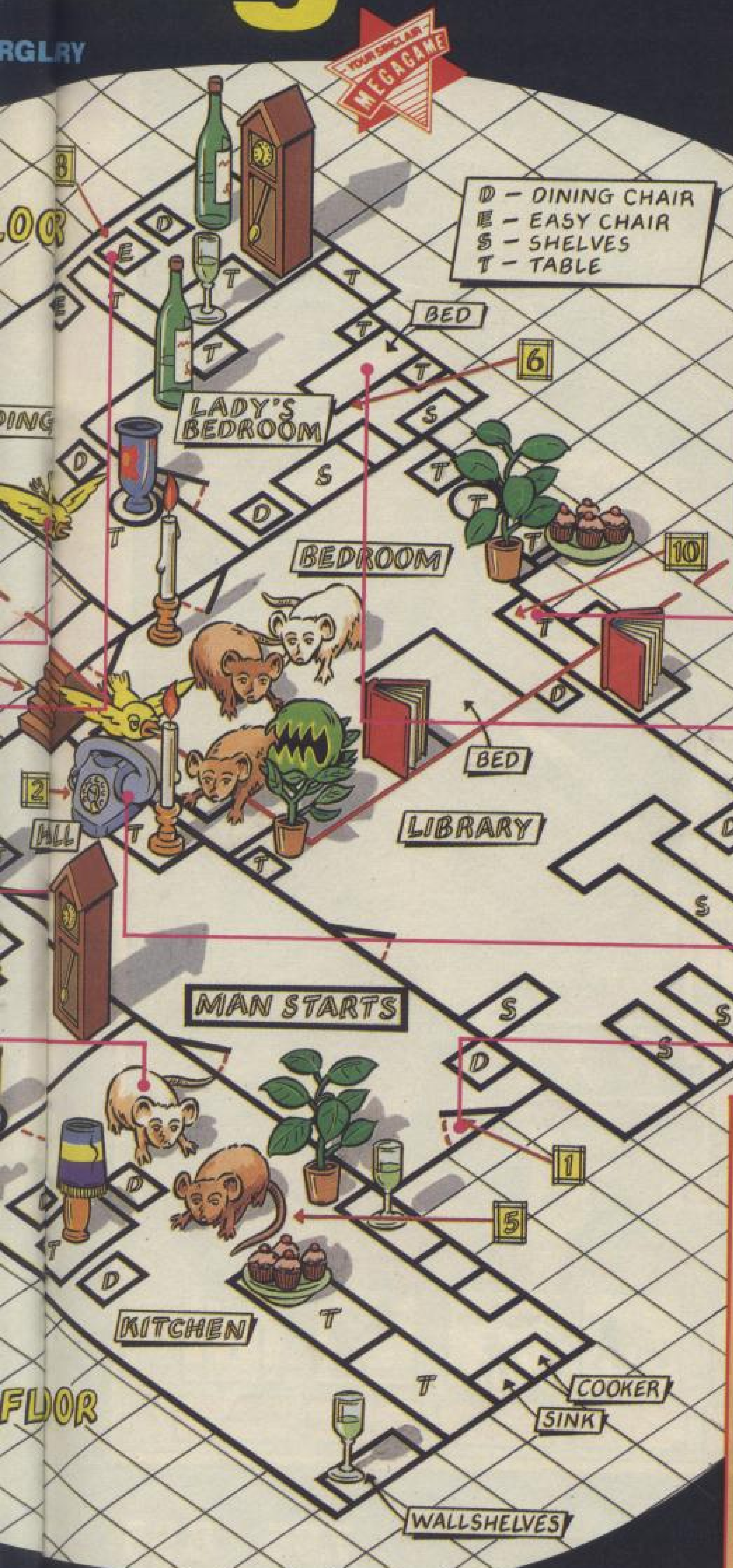
TIMES TABLE
There's no exit from this landing — the tables fill the doorways. Like some real-life block-sliding puzzle, you have to become a removal man. To revive your strength there's a glass of wine hidden away and bring some cheese too. No, not to accompany the plonk but to pacify the mouse that's running around the ground.

There's nothing more useo a t few rooms of the des-res,rtes to

ting

When we offered *Rachael J Smith* an Outing, she said goody! But when we locked her Inside an old, dark house she was driven to The Edge of distraction!

RGLRY



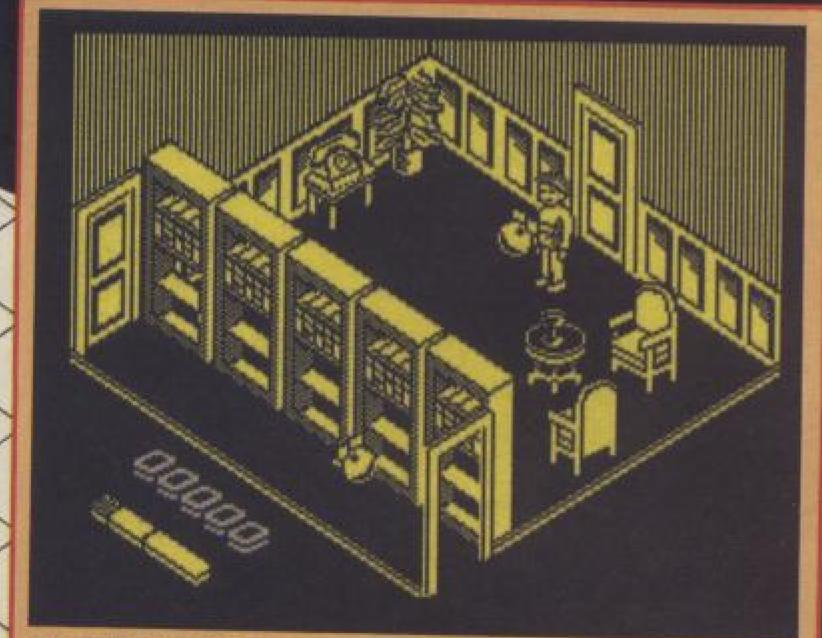
With two mice on patrol you won't want to dawdle so use Hold to look for suspicious panels in the master bedroom, if you want to master a short-cut.

Upstairs, downstairs, in my Lady's chamber... so be careful you don't put your foot in it! This is where you deliver the diamonds. A number on her dresser shows how many are left!

Mouse-trapped. There's something stuck behind these shelves — a mouse, we think, trapped by a chair. Would it be there if it didn't have something to guard?

It's for yoo-hoo. Whenever a phone rings, pick it up. Seems the irritating trimphone warble is as off-putting to the guards as it is in real life.

The front door — only it's shut to you. This is the hallway where you start, and there's no time to lose.



OVER THE TOP
Who'd put a partition right across a room, especially when it's patrolled by a killer mouse? Your best bet is to jump onto the telephone table, then, if the mouse doesn't push it to the shelves, move it yourself. You'll need some more help to jump across though. Try searching behind the room divider.



ALL BALLS
The billiard room shows the attention to detail. You can actually roll the four balls around the baize — and potting them scores points, which means that it does some good. But don't ask us what! We've been too busy piling up the furniture to reach the cheese on the shelf above the door.

useful to a thief than a plan of the property so here are the first
es, courtesy of Messrs Snatch, Pinch, and Steal, estate agents
to the light-fingered!

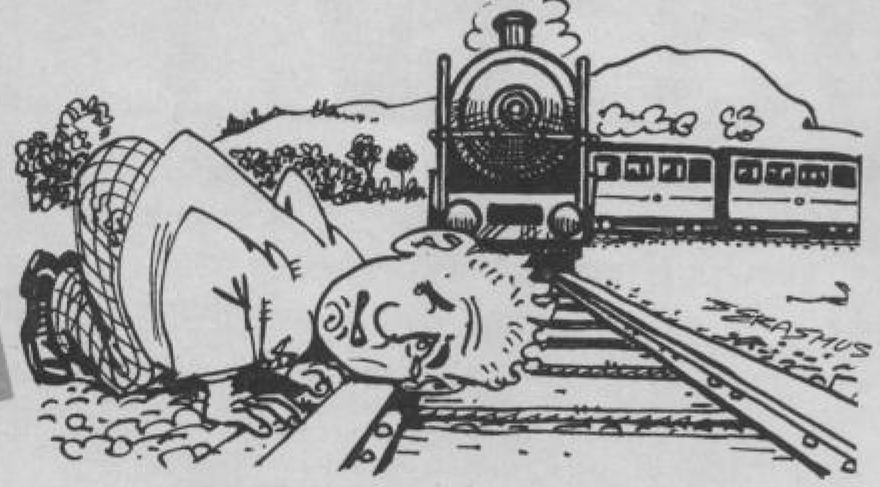
Illustration: Stephen Wright


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Some people will go to great lengths to get their copies of *Your Sinclair.* But you know, it's so popular it's often sold out, and then they get *very* depressed. Some, like this poor chap here, are so crushed, they try to get their brains squished out by a speeding loco. Others insert live hamsters up their noses. The more squeamish ones have been known to simply swallow a couple of gallons of petrol and go to a fireworks display. Others burst all their remaining brains cells just by reading a perfectly ordinary household copy of *Sinclair User. (Oo, nasty! Ed)* It's pitiful really because the answer is so simple. Take out a subscription!

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ON THE WARPATH

Never in the field of magazines has so much been owed by so many to so few! Yes, *Owen & Audrey Bishop* bring you the latest on strategic manoeuvres!

In olden days gone by all wars came to a halt during the winter. Warlords went back to their cosy castles, threw another log on the fire, grabbed a tankard of mead, and planned their next spring offensive. Anyone who tried to play it any other way, such as Napoleon



and later Adolph Hitler came to a sticky end.

But now it's the season of war. Micro-screens all over Britain glow in ten thousand homes as today's tacticians spend the long dark evenings re-fighting the battles of long ago. And now's the time for all you budding wargamers out there to put pen to that rather nice floral paper your Aunt Hilda gave you for Christmas and write us a letter. Tac-tips, questions, grievances or even a game-in-a-game. Don't forget to mention the fact that On The Warpath is the best strategy column ever and Owen and Audrey are fab, brill, super and so on. Send your snippets to O&A, On The Warpath, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Remember, every one printed gets a super *YS* badge.



SWORD & SHIELD

Power House/£1.99

Sword & Shield is a 'real time' medieval fantasy wargame. You're the ruler over a land ravaged by rogue knights, dragons and 'masked' men. At your disposal you have your own loyal knights and infantrymen. With these you must protect the peasant farmers and their crops. Furthermore, you must balance the treasury as the seasons pass, harvests are reaped and taxes collected. The unit of currency is the 'groat' and to win you must have over 1000.

The game is played on an impressively large map, which scrolls very rapidly. Good quality '3D' graphics depict hills, trees, farms, roads and castles. However, there seems to be a fundamental mismatch between the 'time' length of the game, which is in years, and the movement of the units, which surely must only take tens of minutes. This spoils any intended realism.

The major gripe is about the instructions. They are bad! You are not told the difference between the 'Epic' and 'Short' options at the beginning of the game. The latter makes losing nearly impossible, which is odd! Also the controls are poorly explained. Use keys 5-8 for moving the cursor. The other cursor keys do not always work.

Included with the game is a 'free' track by the group HEX. It's okay, but rather short and somewhat irrelevant! Altogether, good graphics, but slow and a bit aimless. Still, it's worth it at the budget price.

Graphics
Playability
Value for Money
Addictiveness
Strategy
4

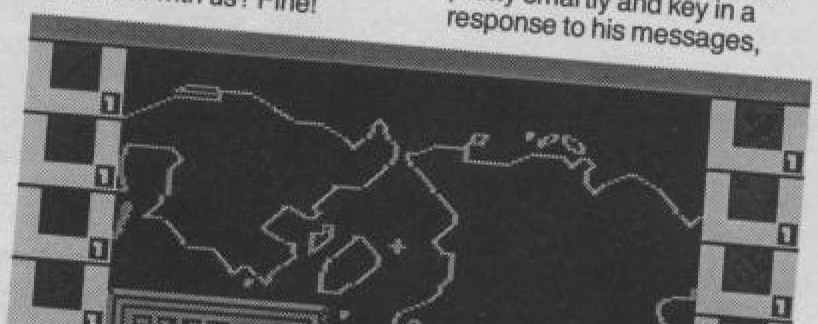
HIGH FRO

Activision/£9.99

SDI (Ronnie's Star Wars) is a controversial topic, and Activision is out to make a few dollars from the debate. *High Frontier* is a strategic wargame in which you build your own (or rather Uncle Sam's) SDI system from scratch. Before you start on the hi-tech, you have to get your own low-tech sorted out — like which keys to press if you don't happen to be using a joystick. To save you 10 minutes of frustration, fire is 'V', the up-down cursor keys move the cursor right and left (the left-moving key is on the right and the right-moving key is on the left) and the left-right cursor keys move the cursor up and down. Still with us? Fine!

Because that's all that is wrong with this otherwise well-produced, competent game.

Study the manual before you start — its full of clear and helpful information, photos and advice. You play the busy director of a mighty organisation. You begin with the World Screen which displays the calendar and is the main icon-driven menu, from where you reach the screens showing the activities of the many departments of your organisation. When a department has news for you, its icon is highlighted on the World Screen. Or maybe your hot-line from the President is ringing. You're advised to answer this pretty smartly and key in a response to his messages,



TACTIPS

We've had billions of tips this month so let's not waste any more time and jump straight in there. From his silo at West Riddlesdon, deep in Yorkshire, **Ben Leeds** launches a missile at **David 'Nuclear' Nangle** for his tip on *Stonkers* in the November issue. "What a load of trash! Here's what you have to do in order to win with ease every time. Take all your troops down to the bridge. Put the tanks in a row in front of the bridge, the artillery just behind them on the bridge and the infantry on your side just at the edge. Leave them there, bringing the lorries down to resupply whenever you get them. Then wait for the enemy to arrive and let them attack. Later, move your infantry in to finish them off! Be careful not to put units into the water as they're destroyed. That's my tip folks, and take no notice of ol' 'Nuclear'!"

Our first correspondent from over the Channel, **J Jongejan** of Woerden has come up with some tactical suggestions for CCS's Arnhem. Off you go J:

1. Airborne Troops

Americans: After a quick fight with the weak troops defending the bridge, keep the German reinforcements as far from the main road as possible. Use the main road but when the ground forces are nearing stay away from it as you'll delay their race to the bridges at Nymegan and Arnhem.

British: Airdrop as near to the bridge of Arnhem as possible and then race to it. After capturing the northern entrance, leave a few units as a bridgehead and take the others over the Rhine to capture the south entrance, then stay there. This is the only way to hold the bridge at lowest cost.

2. Ground Forces

If opposed by the Germans let a reasonable force bypass the obstacle with a wide arc and keep racing to the bridges. The remaining force stops the enemy and makes one flank movement with the primary objective to push the Germans off the road and later defeat them. Then keep the units going. Don't allow the artillery units to use the maximum travel allowance — just below that will deploy them. That way they'll always be ready for bombarding.

These tactics will allow you to arrive in Arnhem and go to Germany three days before the historical date. Nifty eh? Thanks J.

Finally, **Kevin Snowden** of Southwick, Sunderland provides a few tips on *Battlefield Germany* (PSS). Kev says he's never lost a game yet regardless of NATO strength level or game length, decided at the beginning of play or which side the computer is playing. His basic principles are:

1. Aim to establish a continuous front of friendly units (not just zones of control) stretching the full width of the front line. If you leave any gaps enemy airborne troops will pour through. Scoring victory points by capturing enemy towns is the name of the game and these highly mobile units are ideally suited to hopping about from town to town in the undefended areas behind your lines. Should any manage to break through give top priority to wiping them out.

2. Make full use of your air support points to assist your units. In this way, units often achieve spectacular successes against numerically superior enemy forces.

3. Give ground in the centre if needs must, but on no account allow either of your flanks to be turned.

Kevin also points out that the computer doesn't know about such tactics so when your opportunity comes to counter-attack, get those airborne units forward and make every attempt to surround those enemy units that you've selected for attack, either with friendly forces or their zones of control. In this way retreat will be denied to the enemy unit and, if called upon to do so, it'll be destroyed instead." Useful tips there, Kevin. Ta very much.

Well, that rounds up Tac Tips for this month — don't forget to keep them coming to O&A, On The Warpath, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

NTIER

repetitive though they may be.

The other screens for the main game are: Research and Development, in which you allocate funds and staff to develop SDI systems of various kinds (your choice); and Espionage and Reconnaissance, where you finance agents and spy satellites to obtain vital information about enemy weapon stocks. The Threat Screen shows the disposition of enemy forces, and estimates the probability of an attack; the SDI Command Screen, launches and arms your SDI weapons after they've been brought to readiness and the Attack Display on which the final conflagration occurs. There's plenty to look at, nice neat graphics and a control system that is easy to learn and operate.

The Orbit Screen is intended for the trigger-happy ones among us. It's not part of the main game, but you can enter it from the main game, or play it by itself. The graphics are clever but it's really only a very simple shooting-gallery.

Summing-up, *High Frontier* is a realistic simulation, and if you like a game based on the idea of building something that you hope never to use, then it comes highly recommended!

Graphics
Playability
Value for Money
Addictiveness
Strategy
7

TIMEFAX

The second in our series of our CUT OUT AND COLLECT info packed series — Timefax. This month we 'savour the flavour' of World War I. Don't forget, if there's a period in history that you'd like to see covered write in and tell us.



Illustration: John Erasmus

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SCREEN SHOTS

PART TWO

GAUNTLET II

US Gold/£8.99

Phil At last! Another really good reason to spend all day playing *Gauntlet*. Yes indeed, the sequel you've all been waiting for, with more levels than Mr Spock's chessboard and more ghosts and ghouls than a Bela Lugosi flick. All the publicity for *Gauntlet II* makes out that there's so many new features it's practically a new game. Is this the truth or is US Gold just pulling a fast one, I asked myself?

Actually the blurb wasn't far wrong, there's a lot more to this one than there was in the original game, and come to think of it, there *being* a point to it at all is a big bonus. In the first *Gauntlet* all you had to do was chase around the various level mazes, shooting anything that moved and collecting treasure, potions, food and keys in order to proceed deeper into the dungeons. And speaking of Deeper Dungeons, that's what you had next, a bolt-on upgrade tape with a lot more *Gauntlet* to play if you'd already scaled the 8 billion multiload levels on the first tape. But the initial aim of the game was the same (coo, that rhymes!) and although a good blast for your average shoot 'em up maniac, had very little to offer in the way of action once you'd mastered the basic of survival.

Now we have *Gauntlet II*, and what a brillo game it is too. The idea behind the game is to find your way to the dragon's cave and destroy him, thereby getting all his treasure. All the favourite beasties are there from *Gauntlet I*, the few additions being ITs, THATs, stun tiles, spell-lobbing wizards and sorceresses, and nasty yerchy acid puddles. The exits are a bit more mobile too, phasing in and out, sometimes before you can get into them. Not to mention the magic walls — I told you not to mention the magic walls — which vanish when you shoot them, turning into something nice (treasure or exits) or something nasty (monsters or baddies). But to help you through these extra hazards, there's a whole bunch of extra special powers, like extra armour, extra magic power, extra shot speed, extra shot power, extra fight power, extra pick power... and who knows, maybe even extra, extra power! (ho ho)

One of the nastiest pitfalls in the game is the stun tile. This is an invisible tile set into the floor of a dungeon, indicated by an occasional twinkle as you approach it. When your foot touches it your character is stunned for a few seconds, not really the sort of thing you want to happen when there's a mound of seething manticores bearing down on you, spitting death. Other high points include a bullet that bounces off the walls, three bounces before it tuckers out, and a super shot, which ploughs through everything in it's path until it hits a wall.

Not really much sonix to speak of, the tune at the beginning only just sneaking by as 'music', and the usual scritchity-scratch whenever you shoot at anything. The graphics have been tweaked a bit in this version, not so much that you'd really notice, but the action is just as fast and furious, and I think you're going to like it a lot. A 'must have' for all of you who asked for *Gauntlet* on your Desert Island Disks. (Yay!)

YS CLAPOMETER

A super sequel to the much loved dungeon based shoot 'em up. As much of a blast as the first, and about twice as addictive. Metaskillo.

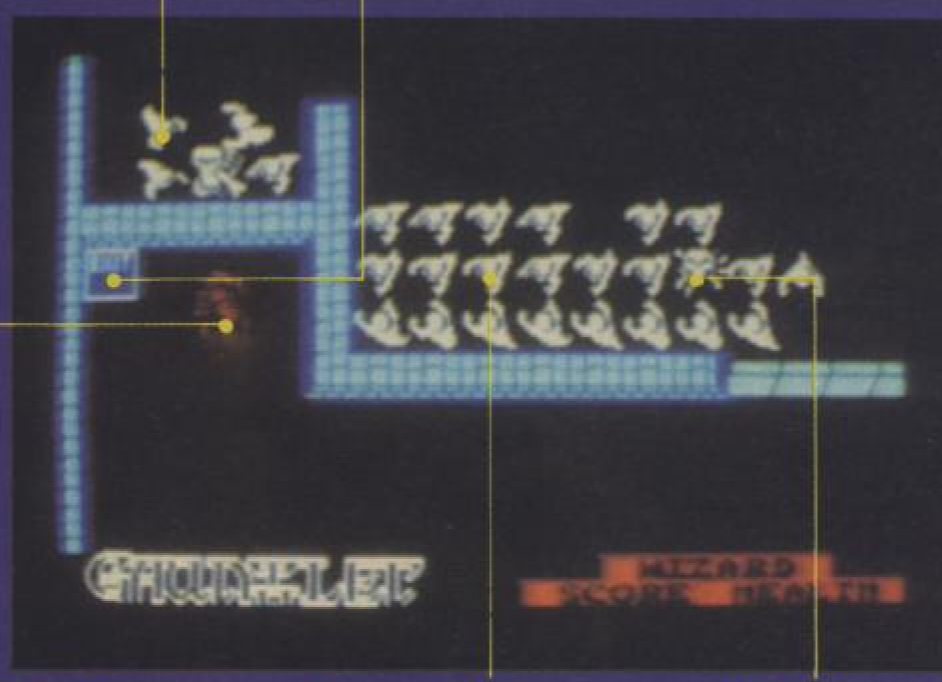
GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■■□

TOTAL 8

Those spooks should be kept at bay . . . but wait a minute, didn't somebody mention something about the walls disappearing if you shoot them.

At least I'm nice and close to the exit . . . what? It's gone! It just folded up and disappeared before my very eyes . . . wow! It's back again! What's going on?

• There are chests containing surprises like potions, keys, etc., and also a darker purpose to your trek . .. to kill the dragon! (Dan daan!)



Okay, so I'm Thor at the moment. (*It must be all that bareback riding, Thilly! Ed*) If I want to I can transform into one of the other characters, chosen at the start, and carry on as him/her for a while.

Here we see a flock of spooks, a familiar sight to the well heeled *Gauntlet* hacker. There are some more dangerous meanies in the game, though . . .

All the baddie generators have been drawn a little bit more excitingly, and most of the new types of wall, have been decorated to make them stand out.



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

MASK II

Gremlin/£7.99

Duncan You know those games with brilliant graphics and astounding gameplay that are just so utterly sponditious that herds of wildebeest couldn't drag you from your joystick? You do? Well, I'm afraid that *Mask II* isn't one of them (haw haw haw).

Game in nutshell time: First up, pick your team. You can choose three from a possible five members of the MASK organisation. Each member has his own vehicle and each vehicle its own worth over certain terrain. A sort of *Transformers* variant, you can opt for a car that doubles as a plane, a buggy that becomes a boat or you might even want the lorry that turns into a banana (are you quite sure about that?).

Anyway, having picked your troubleshooting MASK team, it's onto the missions, of which there are three. Hold on a minute, there's a message staring at me from the minitor. It says: "Press play on tape". Yaaaarrrghh....... It's a multi-load!! You'd better go and clean the budgie's cage or something while it's loading. Tum te tum te diddly diddly dum (carries on in this vein for several minutes). Aah, it's in. Are you back? Right, I'll continue.

What we have here is a left/right scrolling shoot 'em up with interchangeable craft. Oh dear, I'm the lorry at the moment and I'm about to fall into some water. Quick, press the keyboard to change vehicles. Great, I'm in the car now, and now I can fly, so off I zoom to the right as the screen scrolls (a mite jerkily) towards me. Continuing in this fashion; switching between vehicles, avoiding land-mines, shooting anything that moves and picking up bonus fuel/stamina points by driving over the relevant icons, you can soon hope to complete the first mission (i.e. collecting a small digitized cartoon of Ronnie 'Ray-gun' and transporting it to the heliport — which you passed en route). It's easy — I did it on my fourth go. Missions two and three (once you've loaded them) are much, much harder, but frankly that is somewhat due to the sluggish and inconsistent directional control.

What with slightly garish screens, unengaging sprites and the wibbly scrolling, this "product tie-in sequel" will only really appeal to hardened *Mask* fans.

Now for a joke. Cripes, I can't think of one.

YS CLAPOMETER

A not particularly impressive shoot 'em up/get something & take it somewhere else-ish type game. For Mask fans only.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6



ANARCHY

Rack-It/£2.99

Duncan *Anarchy* is one of Hewson's new 'Rack-It' budget releases and while it was loading I waited in fevered anticipation as, for me, the name HEWSON has always spelt QUALITY GAME (I never was very good at anagrams. Haw haw). Oh, and by the way; it IS brilliant.

An overhead view game (à la *Motos* or *Dandy*), the object is simplicity itself. You, a little tank, have to zwizz about an alien complex shooting at weapons containers (well, sort of coloured blocks actually) while avoiding roving enemy droids with whom contact is fatal. Once you've taken out all the blocks the lights of the complex phase on and off (making it hard to see where you're going) and you have to locate a small black 'Exit' icon. Once on it you're safe and can watch as your score is boinged up in proportion to the time remaining on your clock. What? I didn't mention the clock? Oh well, there's a clock! ...you have TWO minutes per level.

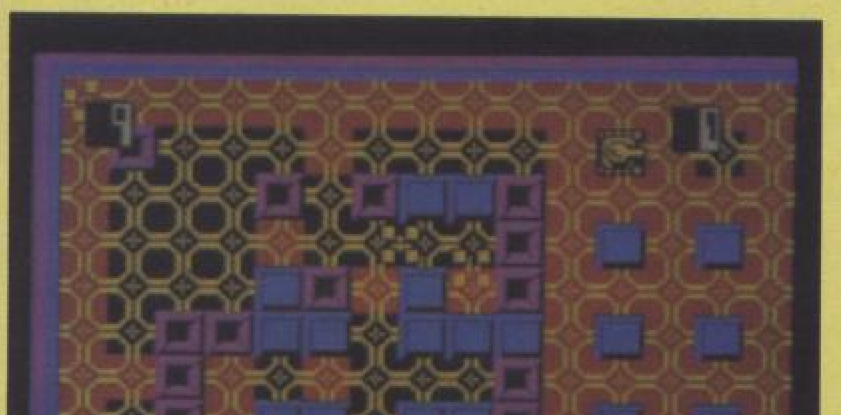
The frustrating thing about knocking out blocks is that the tank cannot fire at blocks it's touching, and as some of the gaps twixt wall and block or block and other blocks are just one tank's width, there's an element of logic as to just where to place yourself. Simple logic, admittedly, but not so easy when the clock's ticking away and you've got three enemy droids up your doo-dah.

Another brilliant thing about *Anarchy* is that it's got a replay facility. I always thought I was a pretty quick thinker, but I squirmed with embarrassment when I sat back and assayed my first few attempts at level three. What a moron — talk about indecision. I promptly burned my application for *The Krypton Factor*.

The programming of *Anarchy* is superb, but then what would you expect from Andrew Hewson's protégé, Dominic 'Don't-you-think-I-look-a-bit-like-that-whizz-kid–computer-buff bloke-from-the-Max Headroom-TV-movie-Robinson? Everything's good — the colour, the graphics, the sound, the control response and the difficulty (I'm stuck on level six at the moment but as I said, I'm obviously a moron). One thing I must add is the apparent size of the playing area on each level. I think that it's two screens wide, but thanks to a nifty sort of quarter-screen scrolling technique, it really seems like four. Also the high score table screen is pretty wicked too. All in all this is a thoroughly playable little game, and at just under three quid I'm afraid you'd have to be a bit of a plonk to not check it out: I almost gave it a megagame rating.

- - - - - - - - - - ✂ EDITORIAL SCISSORS

PS Never cook custard in a microwave (cooking hint no. 473 care of *YS*).



YS CLAPOMETER

Top-notch Cheapie from Hewson's Rack-It label and the fertile brain of Dominic Robinson.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

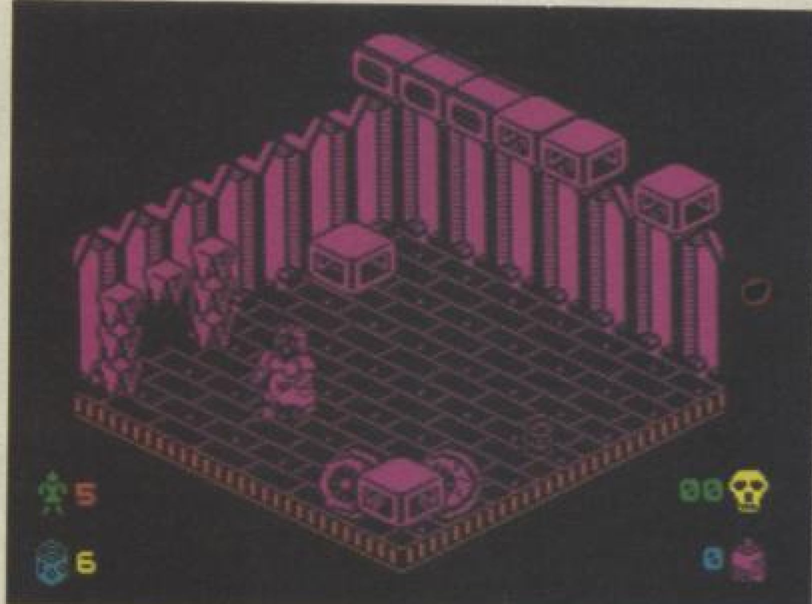
TOTAL 8

RENTAKILL RITA

Mastertronic/£1.99

Marcus This is one of the most blatant rip-offs of a game I've ever seen, but in this case Mastertronic has used a good model — the gut-wrenching brilliance of Jon Ritman and Bernie Drummond's *Head Over Heels*. I can't say I'm too displeased — I was getting a little bored of the cheapie labels ripping off *Fairlight* and *Sweevo's World* (their usual models for this sort of 3D isometric game), when they could be duplicating the one that has really set the standards. So here we are with *Head Over Rentakill Rita*, or whatever it's called.

And really it's terribly good. The programmers (uncredited) have half-inched loads of Jon and Bernie's routines and turned them into a spanking good game. You are the aforementioned Rita (another female hero — times are a changin', and for the better), and



it's your job to rid your employer's manor house of some irritating bugs which wander around several rooms. The only way you can do this is by crushing them under huge weights, and this you control by jumping onto switches which are always in the most out-of-the-way parts of the screen. It's puzzle-solving time in fact, and although there's more stress on pixel-perfection than in the original, some of the teasers are quite ingenious.

Otherwise it's all the usual nasty-avoiding and map-making stuff and although I've only got part of the way into the game, there's enough to keep you occupied for more than the odd evening.

And as Jon Ritman has no plans as yet to follow up his masterpiece, this may be all that we addicts can get. Unless our *Game Of The Year* award has some influence . . .

YS CLAPOMETER

Chronically derivative but highly enjoyable* Head Over Heels *clone that'll keep addicts happy for many a long night.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

FIRETRAP

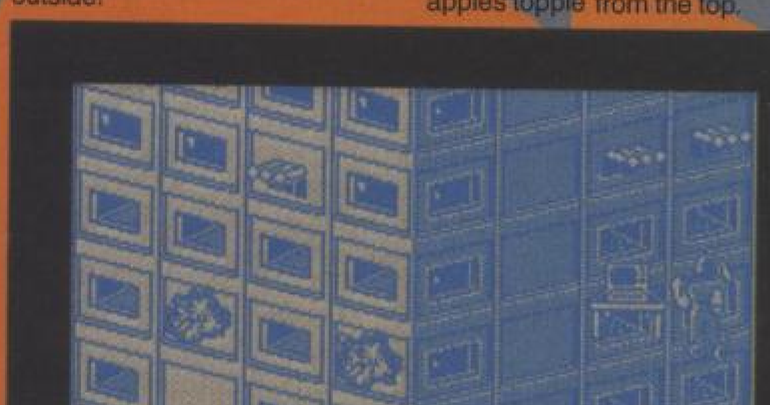
Electric Dreams/£9.99

Rachael Come on, baby, light my fire. Is that a towering inferno or are you just glad to see me?

Flamin' 'eck, no! It's a coin-op conversion, hot foot from Data East, and if you don't grab your hosepipe and start sprinkling, soon the whole city will have gone west!

Seems you're the only volunteer with the sheer muscle, the steely courage and the necessary head for heights so they've strapped the extinguisher to your back and sent you to the top floor of the skyscraper on a major rescue mission. Just one problem — you're expected to scale the outside!

Luckily the window ledges act like steps, allowing you to ascend and sneak sideways, but there's a slight problem of debris dropping from above . . . and I don't mean pigeon prezzies. Everything from desks to giant apples topple from the top.



Then there's the risk of spontaneous combustion. Goodness gracious, great balls of fire — if you're passing a window when it flashes out, that is. You'll need your water cannon to squirt out the flames and a more conventional shooter to shatter the solid junk as it falls.

On the way up you'll see dames and dogs leaning out of their homes, shouting for help. Reach them and you can push them off the ledge, but not before you've given them parachutes. At the top you pick up the final victim then float to the ground on your jet-pack, squirting the odd bonus flame.

Now I don't want to pour cold water on a potentially hot program but while this is addictive for a while, the fun soon burns out when you realise that the best way to boil up your score is to ignore the victims and just race to the top, blasting everything that falls.

I also got rather queasy about a game which shows arms waving as their owner is engulfed in flames. Perhaps it was because I reviewed it just a week after thirty people died in the Kings Cross tube fire. That sort of thing tends to stifle your sense of humour.

But even ignoring the taste factor, *Firetrap* is limited in lasting addictiveness — and the high score table doesn't even behave properly. So you won't be burned if you buy it — but it won't set your Spectrum alight either!

YS CLAPOMETER

Disappointing shoot and dodge game in dubious taste, with little to make you load it again.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

ERIK: THE PHANTOM OF THE OPERA

Crysys/£7.95

Richard Personally, I always thought Erik was a Viking: but then, I suppose there's no reason why he shouldn't be a singing Viking…

Enough foolishness and on with the plot, *Erik: The Phantom Of The Opera* revolves around your attempts to rescue your beloved girlfriend (yup, another sexist arcade game folks) Christine (and I thought Christine was a car?), from the clutches of the eponymous Erik.

Christine, you see, is the latest star of the Paris Opera — Erik is a musical genius driven mad by a terrible accident which scarred his face so badly that he has to wear a mask, meaning he's really loopy and all that. Oh, and you're Raoul, Christine's boyfriend.

Erik is holding Christine prisoner in a cavern beneath the Opera — a very luxurious cavern, though, as he has plundered the props department to furnish it as a des res, complete with enormous organ (oo-er). You have to make your way through the traps which he has left behind, collecting the keys to the doors which you have to get through to get to the cavern.

"Aha!" The serried ranks of *YS* readers exclaim "this is based on the West End musical wot Andrew Loaded Webber writ. It's a licensing deal, guv!" Well, in a word, no. It's actually based on the original novel by some French bloke (Garcon something or other) written last century: the same source which provided the idea for half a dozen movies and the Lloyd Webber flummery. Crysys Software, the publishers, can do this because the original book, and thus the plot, was written by someone who has been dead for more than 50 years. This means that the copyright on his works has expired and everything is in the public domain. So no writs, write… er right?

Now let's plunge (oo-er!) into the program. It's a graphic adventure, if you like — others might be more honest and call it an arcade game — and, if you felt like being really basic about the whole thing, you could label it a platform and ladders game.

You control Raoul, who, for some reason, looks more like a skeletal butler than a heroic intrepid 19th century Indiana Jones. With his bowler firmly wedged on his spritish head, he has to wander through the splendour of the Opera House, climbing stairs and ladders and searching all over for the missing keys. But, while he's doing so, these nasty gribbly monsters are trying best to sap away at his life force. If he loses all of it, then he drops dead, and Christine is doomed to keep on practising her scales until she too perishes.

There are a number of different types of monster: some just act and look like bowling balls, while others are bouncing skulls and bombs, and there's something that looks like an animated fizz. You can, if you're lucky and plucky enough, shoot them with your trusty revolver, but if they touch you, then down goes your energy level.

Unfortunately, the whole thing doesn't work quite as well as it should have done. The graphics are a bit disappointing especially in the backgrounds (although there are some very good touches, like the way Raoul holds on to his hat when he jumps). And, while the game play is fairly interesting at first, it can get a bit repetitive after a while — it's the old shall-I-duck or shall-I-jump business again.

Still, if you're a platform and ladders fan, then you'll probably quite enjoy this one, although it's not the most taxing of its genre. If you're not, and you prefer more problem solving in your arcade adventures, then don't bother.

YS CLAPOMETER

Average plattie that has bog all to do with A. Lloyd Webber's moneyspinner — and it's all the better for that!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6



SALAMANDER

Konami/£7.95

Tony *Salamander*, to the uninitiated, was (and probably still is) one of the hottest arcade hits of the past couple of years. It was the follow up to that wicked coin-op — *Nemesis*, also converted into glorious Spectrovision by owners Konami.

Salamander, the coin-op, stood out because of its snazzy graphics, mega-music, and a wonderful simultaneous double player option. The action was fast, fluid and frantic. Truly state of the art arcade fare.

Now we turn to the Spectrum version, and oh boy what a total disaster. Take away the original's fabby graphics, ignore the musical qualities, convert it into a one player (at a time) game, and don't forget to reduce the rip-snorting action to a pitiful snail's pace. Add a dash of flicker with a small helping of colour clash. Stir once, then throw out with the rubbish! It's that dreadful.

This version (I am sure the other versions will be better) is about as lively as me on a dull Sunday morning. As cold-blooded as the reptile it takes its name from.

If you want to know, the action revolves around the liberating of deep space from evil hordes. Ho hum. It is really another version of the classic *'Defender/Scramble'* genre. *Nemesis* tarted up in fact!

It plays better than the Speccy version of *Nemesis*, but that's not saying much. Most things play better than that!

If you want a tacky (but damn hard) shoot 'em up then get this. But if you are looking for the real *Salamander* — forget it chums.



YS CLAPOMETER

***Nemesis** part two, but don't get excited. It's awful. A backward step for shoot-em-ups.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 4


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BLOCKBUSTER



For those who haven't seen the telly original, you have to cross the playing area by answering questions. Each letter is also the initial letter of the answer. One oddity of following the TV rules is that the red player, who goes across, has to answer five questions, while the vertical opponent only needs four. Either use it to handicap a strong player or swop round between games.

TV Games/£7.95

Rachael Ooh, my favourite TV quiz. The one where Bob asks the questions while the teams take the P. If only I could take part. I'd just love an F!

Suddenly Domark's new label, TV Games, waves its magic wand. "Yes, Rachael, you too can be a Blockbuster." Whoopee! Where's that dummy Gwyn? I can't wait to thrash him.

Actually Blockie has appeared in several computer guises already, but this is an all new version, and comes complete with several blocks of questions, which should keep you busted for a while, as they're all pretty tough.

In the two-player game the puzzles appear word by word, just as if the divine Bob Holness was actually saying them. You have to hit your buzzer immediately you think you know the answer if you want to stop your opponent beating you to that section. A lot of the fun comes in blocking their path by getting in fast, or guessing what the L Bob is talking about.

The one-player game gives you more time to answer, because the computer won't challenge you, but if you get it wrong or are completely stumped, then control passes to your Spectrum, which seems to choose its letters at random. It's not the ideal way to play the game but it's still more fun than most computer quizzes.

If you do best out of three games, you get a go at the Gold Run — and I don't mean the result of eating too much rich food (gold — rich . . . geddit?). This time two or three word answers are required and you only have a minute to cross the board. All that's missing is the chance to win a trip to Kenya or even a *Blockbusters* sweat shirt.

A lot of thought has gone into getting this right. It's close enough to call a telly simulation, in fact. Fuzzy logic allows for the odd misspelling (and some of mine are decidedly odd); the clock stops when you start typing, so you don't have to be a 60 words-a-minute person (and no — I don't mean Gwyn, who never stops talking) to win. Don't dawdle though or it'll start ticking again.

But best of all is the digitised Bob which twitches away as the questions appear. It's not so much the animated graphic that impressed me, but the fact that you can turn him off. If only it was so simple in real life!

My only real complaint is that the packaging isn't Spectrum specific. It's meant for all versions and remains rather vague on some of the details. But load up and it won't take long until you're stepping onto the hot spots for that all important Gold Run.

Blockbusting fans are sure to want this. But remember — U had better join the Q because I go first! OK?

YS CLAPOMETER

Not only a superb version of the TV show but one of the best quiz programs ever produced.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

Players/£1.99

Tony At first sight *Riding The Rapids* looks like a Code Masters simulator, but don't be fooled. This game is about as wet as the North Sea.

Whizzy title aside, it's really just a very simple canoe race game. The player has a limited amount of time to negotiate a set number of floating gates, and reach the finish line.

Unfortunately, there are several gameplay bugs here that make it silly to play. I found it impossible to capsize my dinghy, no matter how I tried! Surely being soaked is a key part of the sport. The energy meter seems to be a complete waste of time, and I always thought it was not strictly on to paddle through solid ground! Wet wet wet! The graphics aren't up to much and the sound effects (no music) are drippy to say the least.

RIDING THE RAPIDS



Still, *Riding The Rapids* is playable in a strange sort of way, or so I found. Beating the time limit can be quite a challenge if you keep finding yourself high and dry on some mud bank. And the inclusion of an easy-to-use course designer does add much needed value to the package.

On the whole, though, it's not to be recommended. Only buy it if you enjoy simple soggy fun, 'cos that's all you'll get with this!

YS CLAPOMETER

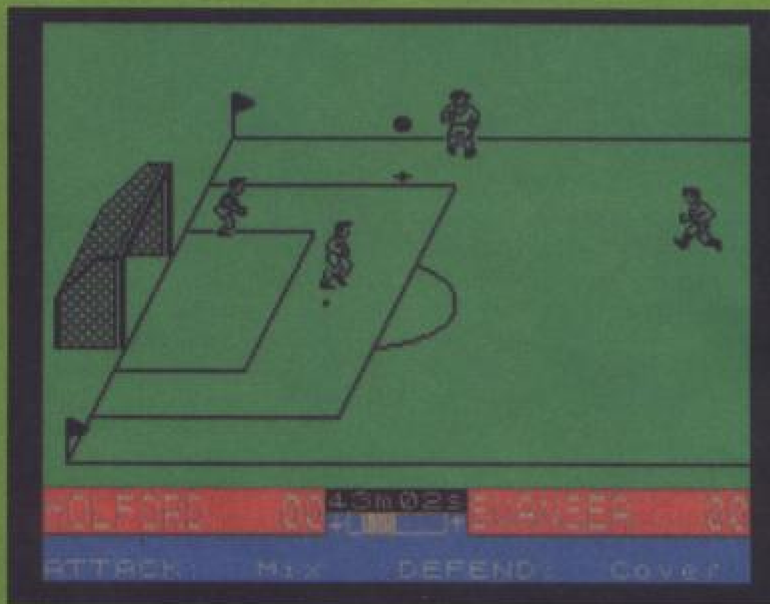
Insipid canoe slalom simulator. Extremely damp gameplay, only saved by the addition of an easy-to-use course editor package.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5

YS FOOTBALL PI

"... And now the big match of the winter between those software giants, Ocean Utd and Gremlin Academicals, as they both try and steal each other's thunder with top-ranking footie sims on the Spectrum. What do you think, Greavesie?"
"Wor gor grunge wor fwunk, Saint."
"Well of course. We sent cub reporter *Marcus Berkmann* to weigh up the challengers..."



GARY LINEKER'S SUPERSTAR SOCCER

Gremlin/£7.99

Gary's done good, Jimmy. All the lads done good. It was the right result on the day, Jimmy, they gave 469035470000 per cent. Meanwhile, we have Gary (in by helicopter for the press launch — pass the roamaphone) lending his name to this little number from Gremlin, another of that company's management game-cum-footie action simulations à la *Footballer Of The Year.* That game, which came out a year or so ago, was a bit of a mishmash — beautifully programmed but a little deficient in the game department. And, well, this is much the same.

Super Soccer isn't as glossy as its predecessor, possibly 'cos there's rather more to it, but I'm not sure this hybrid approach can ever be very successful. Most people want either a management game (like *The Double* or *Football Director*) or a straight ahead action simulation, like *Match Day.* Combine the two and you don't take the best of each — you just take half of each. And two halves don't always make a whole. (*Thank you, Wittgenstein. Ed*)

You're playing six-a-side, in a division of 20-odd, but you only play seven games a season. Confused? In fact you can change the rules to play any number of games if you wish. Your players are graded in terms of skill (0 to 99) and age (youth is best) and you have a squad of 10 (two subs, two reserves). To upgrade your team you can recruit a player, trade players with other clubs and improve your team by giving them extra training. All these cost training points — you start with 250 of these and you get more and more all the time (why and how, I'm not quite sure).

In terms of sheer information, this game's almost as comprehensive as *The Double,* but Johnson Scanatron put it to better use. Choosing your team and then keeping it together is both very easy and reliant on large quantities of luck. There isn't the subtlety here of many other similar games.

Then we move to the game itself, which to be frank is not a patch on *Match Day II.* It's harder to control, less well animated and generally less fun to play. You can choose joystick control of centre forward or goalie (all the other members of the team will be looked after by the computer), and if you take control of the coach too, you can decide on your attacking and defensive tactics (three choices each). Or if the game bits bore you to death, you don't need to watch them at all, and can go straight to the results.

It's perfectly playable and all that, but there's nothing here that would recommend itself to fans of any of the games I mentioned above. It's got a pic of Gary Lineker on it, of course, which may sway some people, but if you're really determined to buy it you shouldn't let that put you off. Otherwise, in the words of the French midfield maestro Michel Platini, "Malade comme un perroquet, Brian, je suis choked, et gutted..."

YS CLAPOMETER

In the **Footballer Of The Year** *mould, but not really original or playable enough for most footie sim fans.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

M D

Ocean/£7.95

And they're pretty heavy, I can tell you. Jon Ritman's *Match Day* is one of *the* classic Speccy games. It turns up regularly in Desert Island Disks (being sixth in the current chart) and, though there've been loads of imitations, it's still the best attempt at a strictly footie simulation (rather than management game) that the Speccy has yet seen.

Until now, of course. *Match Day II* is not a radical rewrite of the original, but it's far slicker and easier to play and has more options of play than you'd have thought possible on 48K. It's a step up from the original in much the same way *Head Over Heels* was an advance on *Batman.*

For one thing, this game's got more menus than Maxim's. Once you've handled the joystick menu, you're presented with the main menu and all the different ways of playing *Match Day.* As well as the usual one-player and two-player options, there's Twin-player (you and a friend against the computer), Matchday Cup (you and up to seven friends in a three round cup compo) and Matchday League (you and your seven muckers in a league). Gordon Bennett! But there's more...

When you come to play you'll notice that all the basics seem much the same, though a bit faster (that might be wishful thinking — tell me if I'm wrong). The main innovation is in the variety of shots, kicks and moves you can now make. Above the head of the player you're controlling is a little 'kickometer', which oscillates from left to right and shows how hard the ball will be kicked at any one moment. There are three strengths, from a little dribble to a full-bodied punt. Once you've mastered it, this gives you far greater control of the ball, but it does take a little practice. The kickometer also lets you back-heel if you want to, but it's wise to get used to the forward kicks before experimenting with this facility — otherwise that defensive clearance could well turn into an own goal!

And that's what is so brilliant about the kickometer — the choice. You've got five options; all kicks (three forward and the backheel); forward kicks only; hard kicks only (II and III on the kickometer); kick II only or kick III only. If you press the fire key and hold it down, the kickometer will lock and the result will be a volley shot — particularly useful if you're in front of an open goal. As well as the miniature meter above the player's head, there's a heftier version at the top of the screen.

Kicking the ball while in possession is a simple matter of

PLAYOFF MATCH DAY II

pressing the fire button, as before, and if you make contact while running you'll lob it. You can jump, barge, dribble, tackle, everything but argue with the ref. If you doubt your goalkeeping prowess, you can let the computer take over that part of things, though watch out — it's often nearly as bad as you are. The goalkeeper will dive, but usually in the wrong direction!

One wrinkle in the first game was its deflection system — unreliable and unlifelike — but this has now been ironed out. Now with the Diamond Deflection System, balls bounce in the direction you'd expect, and this tiny touch adds a whole new level of realism to the game. There's still more to tell you about — mainly about all those menus (I'll have the *Coquilles St. Jacques*, waiter, with a crate of brown ale). But we can't tell you everything, so go out and buy this now. Make Jon Ritman a rich man, because it seems to me that there's no one programming for the Speccy today who's producing such a consistent body of work as he is. I can guarantee that he'll be chuffed, Brian, chuffed...

YS Game of the Month

YS CLAPOMETER

Spectacularly clever and playable sequel to* Match Day *that's sure to have the same lasting impact on Speccy gaming.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



Another goalmouth incident in a tense local derby. The goalkeeper may well dive but his abilities are fallible, especially if you're controlling him. But turn him over to the Speccy, set his skill level on 'high' and you'll be well away! That scale at the top is the 'kickometer', but a smaller version is displayed above the head of the player you're controlling. Clever, huh?



GALACTIC GAMES

Activision/£9.99

Pete Held every 0.00002 of a galactic revolution, the Galactic Games are the universe's most bizarre yet challenging of sporting events.

For instance, how are you at the 100m slither where you have to control the amount of slime you expire to the precise dollop if you want to finish the race without exploding? And that's before you even think of winning!

In Space Hockey you and your opponent battle to push the puck into the black holes at either end of the play area. Simple enough, but your puck is actually a living object as well, so obviously it does it's fair best to stay alive! Also bear in mind that since the goal areas are black holes you may find your good self going for an early bath too.

Head Throwing is always good for a giggle. First of all both players make a mad run for the throwing line, as the faster they run the further the throw. At the line, the action of pressing fire rotates the player's head from the horizontal to the vertical. You need to release the fire button when your head reaches about 45° to get maximum lift. But that's not all. Once your head is in flight, waggling your ears can also give you prolonged lift!

The longest of the events, the Metamorph Marathon takes all your stamina, plus shapes (!) to complete. In each stretch of the course you have to change your shape into a Runner, Burrower, Jumper or Flyer.

The only disappointing event in the games is the Psychic Judo, or maybe this is because I didn't get the joke? Each player belches psychic energy at each other in order to win. You can also store your opponents energy by putting up your shields as the bolt attacks.

The graphics in *Galactic Games* are pretty good, not da Vinci, 'tis true, but they're cartoony and fun. The sound ain't Jean Michel Jarre, but this game don't need that. It's got everything it needs to satisfy a games player with a sense of humour.

YS CLAPOMETER

A damn good* Hypersports *parody, with enough decent programming to make it better than* Decathlon*!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

SIDEWALK

Infrogames/£9.95

Nat It's one of those days! You've left it to the last possible minute to buy tickets to the Band Aid concert, a gang of thugs has stolen your motorbike and smashed it up and to top it all, they're now hanging about waiting to pounce on you.

Can you get hold of two tickets to the concert for you and your gorgeous gal before eight o'clock? 'Cos if you don't she's gonna run off with that Rick Astley lookalike (*Croon. Ed*), John the jerk! You can always try beating the hell out of some gang members so they give you your bike back or, if you're low on energy, ask them a few questions and then run for it.



As usual there are the normal host of characters to give you helpful clues and advice. A girl will give you a spanner but don't try and wrench any answers out of her. The geezer in the record shop will do almost anything but sell you the tickets and the obligatory hippy can be persuaded to help you locate your mean machine. What's more there's a bar where you can down a quick pint to refresh those soft parts other beers won't reach — your energy!

The presentation is excellent — the flight scenes and town are portrayed in beautifully detailed monochromatic graphics and some of the stills, especially the one after a fight, are hilarious. My main criticism of *Sidewalk* is its size — a mere fourteen screens. The problems are pretty lemon squeasy too which makes it unaddictive after a while! Having said that it's still a highly playable and amusing game. Grab a copy and I can assure you, you won't be disappointed.

YS CLAPOMETER

Not exactly original, but still a cracking game with wonderful graphics!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

MURPHY

Pirate Gold/£2.99

Nat *Murphy* is a pneumatic hammer operator, who loves his job so much that he's built his own supercharged hammer, complete with laser gun! One boring Saturday afternoon he decided to go for a spin on his new wonder-machine.

After spending so much time working on his new hammer, I bet *Murphy* was well p***ed off to find himself in an inferior *Kosmic Kanga* rip-off. Okay, this isn't a straight copy. The programmer has taken only the worst features of that old classic, and added a few strange ideas of his own — try bouncing on half-naked girls to gain extra points, for example. (*Yes please — Marcus*)

The appealing graphics of the original have been replaced by drab scenery and messy sprites, and the scrolling is terribly slow. Even worse, *Murphy* suffers from the dreaded go-back-to-the-beginning-when-you-die syndrome — I thought I'd seen the last of that yonks ago.

Murphy is an absolutely dire game. I can't see the sense in releasing it with a three quid price tag when Mastertronic and Firebird offer excellent software at two-thirds of the price (*How about greed? Ed*). Steer clear.

YS CLAPOMETER

A totally naff rip-off of an ancient game. Not worth the asking price.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 3





GRID IRON

Top Ten/£1.99

David I hate games like this — they give reviewers a bad name. But having been disappointed by Ocean's *Super Bowl* (two player only), and with Mind Games' *American Football* which basically falls into the guessing game category, I had high hopes for this NFL-inspired management game, especially considering my love of the sport.

It might have been an idea, though, if the author, Keith Goodyer, had spent less time on his witty hackers' message and more on his programming skills.

Although the game has five skill levels, level one practically assures a victory and level five guarantees a dismal last place (after 35 minutes of pure tedium in both cases). You may transfer players (only one trade per game) and you can borrow money, all to help you increase the strength of your team.

But the action, even allowing for the atrocious graphics, shows only touchdowns and incompletion. No tackling or anything approaching realism is used here or anywhere else. What happened to the inter-league divisions? And games are decided randomly, heavily influenced by the chosen skill level.

About the best feature is a facility to save to microdrive, which is pretty gripping. Believe me, this is a prize turkey.

YS CLAPOMETER

Sadly only a cheapie. Otherwise you'd be able to congratulate yourself on the savings you'd make from not buying this.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 2


INTER GALACTIC HAVOC! A METEORIC MAD HOUSE! IT'S SPACE AGE.....
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Will you endure the X12 Fighter Simulator and emerge an ice cool space fighter at the pinnacle of his powers or like many more will you be reduced to a nervous, gibbering wreck fit for no more than intergalactic tinpot trading ships. Only the premier cadets of the Stellar Imperium's pilot academy will ever find out and its upto to merciless instructors to ensure that only the elite survive.
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Role playing games — RPGs to those in the know — are a popular and absorbing pastime for hundreds of thousands of people. But what's it all about? Are tin soldiers just for the easily lead? We sent our resident fiddly-bits-of-paper and miniatures expert, Phil *"Orcslayer"* Snout, to find out.

ROLE PLAYING G

It's Worse Than That. He's Le

I can't think of a more closely aligned field to computer games than role playing games. The only difference is that in your average computer game, you're playing against the computer or one other person, whereas in a RPG you're playing actively against four or more people. Otherwise, the subject matter and settings of the games seem oddly familiar — old dark houses full of ghosts, strange alien worlds swarming with blood lusty lizards, and medieval societies full of orcs, wizards and bronze clad knights.

Role playing games are played over a table (oo-er), with Players and a Game Master, also known as a Dungeon Master in the D&D style games. GMs are interesting guys, 'cos it's their job to run the games, speaking for the characters that you meet and rolling dice on your behalf in situations you encounter on your adventure. He basically does the job that the computer does in a computer adventure, moving the action and making decisions about what happens to the characters the players are controlling.

One of the most interesting things about RPG playing is the dice you use. Whereas most normal games have dice with six sides, RPGs make use of four, six, eight, ten, twelve, twenty and even one hundred sided dice, to generate random numbers used in the games. The biggest use of these multisided dice is in the generation of your character's 'attributes' or characteristics. Imagine you have a character called Brian The Unready. You decide the name yourself, but all Brian's other characteristics, such as how strong, intelligent, or charismatic he is, are generated by dice throws. So, we throw a 20-sided dice (known as a D20 in the trade) and it comes up with a nine. Then we make another roll for his intelligence, and another for his swordsmanship, and yet another for his charisma and so on.

We now have a character who has measurable characteristics. And each time Brian encounters something or someone in the game, the GM will roll a dice against one of Brian's characteristics. If the roll is equal to or over the score Brian

DUNGEON RPGs

1 *Warhammer* (Games Workshop) Rulebook £14.95
Orcs, trolls, and all the usual stuff. One of the popular modern D&D style RPGs. *Warhammer* is Games Workshop's answer to *D&D*. Currently running to three different versions: the straight RPG, *The Warhammer Battle Game*, and *Warhammer 40,000*. The original format was the Battle one, being a sort of fantasy version of the traditional wargaming — you know, lead soldiers and all that. The RPG was a similar game but for a fewer number of players, and more in the D&D mould. The playing system is a sort of cross between the *RuneQuest* percentage system, and the *D&D* style 'characteristics' system. So each character has a percentage for Movement, Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative, Attacks, Dexterity, Leadership, Intelligence, Cool, Will-Power, and Fellowship. There are four races too, being human, wood elf, dwarf, and halfling. The basic book is massive (about 1¼ inches and 368 pages thick) and is FULL of tables, pictures and methods, which should keep you boggling for weeks.

2 *D&D (TSR) Set 1: Basic Rules* £8.95
The technical term for *Dungeons And Dragons*, the first, and some say the best RPG, along with it's extended system *AD&D*. Apparently invented by a man with the improbable name of Gary Gygax way back in the mists of time, and a worlds favourite ever since. One of the few systems still turning up in a box. The set contains a full set of polyhedral dice, a white crayon (for mapping I think), and a couple of rule-booklets, one for players and one for DMs. The system is something of a yardstick by which others are judged. The player has characteristics for strength, intelligence, wisdom, dexterity, constitution and charisma, plus other attributes like hit points, armour, alignment and class. Alignment is a classification of a player's goodness or evilness, and class is the type of person the player is, be he Cleric, Fighter, Magic-User, Thief, Dwarf, Elf, or Halfling. Certainly a good starter for someone with plenty of stamina and a decent sword arm.

3 *AD&D (TSR) DM's Guide* £12.95 Players Handbook £11.95
Advanced Dungeons & Dragons goes deeper into the whole thing, with more specialist knowledge required. There are so many classifications and sub-classifications that listing them is pointless. As such there's no real basic set with *AD&D*, but to give you an idea, the minimum you can get away with are the above books, plus another one all about the monsters you'll encounter on your travels. Best thing to do if you really want to get involved is to join a local group which specialises in *AD&D*. Far from being elitist and lofty, your average *AD&D* player is only too keen to display his vast knowledge of the game, and will be pleased to explain it to you and demonstrate the basics. Admittedly not really for the neophyte; if you really have no idea, it's probably a good idea to start with *D&D* and play a few solo advents first!

4 *RuneQuest* (Avalon Hill/ Games Workshop/Chaosium) Rulebook £7.95
RuneQuest is based on a quest for runes (no kidding), magical symbols carved into pieces of wood or stone 'to warn, charm, curse or heal'. The characteristics of the players run like this: species, age, gender, culture, and religion. Apart from the runeish element, it seems to be a lot more like *Warhammer* than straight *D&D*, being somewhat percentage-based, and thus requiring the triffic 100-sided dice or Zocchihedron. A bit of a thin book at 96 pages, but it's gaining a growing band of followers, so can't be all bad.

5 *Call Of Cthulu* (Chaosium) 3rd Edition Rulebook £12.95
A fantasy RPG squelching around the worlds of HP Lovecraft, a bizarre universe of 'magic, science, arcane lore, and fetid horror' based loosely in the 1920s. In this game, the PC is called an Investigator, and the GM is known as a Keeper. Oh yes, and you'll certainly notice it's about HP Lovecraft, 'cos every other word in the manual is HP Lovecraft. I mean, blimey, I've mentioned HP Lovecraft four times now, which is only about a tenth as much as they mention him on the cover, back cover, introduction and every other 192 pages of text. But that petty quibble aside, *Cthulu* is by all accounts the third most popular game in the RPG world, and has lots to recommend it. The characteristics of the Investigators are percentile again, and cover the following: strength, constitution, size, intelligence, power, dexterity, appearance, education, and sanity. You'll need a lot of the last one if you're going to finish a game, I can tell you.



GAMES

al, Jim!

already has, then he's done it, whatever it might be. If the roll is lower, he's failed and loses out on the situation. These characteristics are used in a similar fashion in combat, the player's characteristics being measured against the enemy's. And so it goes on.

In the end it's all good fun. And the sociable aspect of it has got to be good for screen-bound folk like ourselves, getting us out of the bedroom and into a cold damp dungeon with a band of lusty treasure-seeking varmints of the first order. So let's round up the most popular Role Playing Games, and a have a sneaky peek in the box so you can choose your favourite.

AN RPG TO ENGLISH DICTIONARY ESSENTIAL BUZZWORDS FOR THE NEOPHYTE

3D6	Technical notation where D6 equals a six sided die and three equals three of them. 4D3 would be a roll based on throwing four three sided dice. A D20 refers to a 20 sided die. Geddit?
Advent	Shorthand for Adventure, popular among AD&D and Computer Adventure Game players alike.
DM	Dungeon Master, referee in D&D type games.
GM	Games Master, the referee who runs the game, especially Sci-Fi.
Miniature	Technical term for the lead figures used in RPGs
Modifier	number added to dice roll to keep it within certain parameters (also known as Mod)
NPC	Non-Player Character
PC	Player Character
RPG	Role Playing Game



And just to prove how wacky the dice are in RPGs, here's a piccy of the little beggars. Weird, innay? Anyroad up, here we see a D4, D6, D8, D10, D20 and the biggy, the D100! Yow!



One of the most fun things about getting heavily into RPGs is when you get around to buying the little lead figures, called miniatures, to represent your character and painting them.

SCI-FI RPGs

6 *Warhammer 40,000* (Games Workshop) Rulebook £14.95
New science fiction version of the *Warhammer* ethos. Although really new, and not as popular as *Traveller*, *Warhammer 40K* is gaining in popularity all the time. Very much a wargame in the old fashioned tradition, where you are a general in charge of battalions of troops rather than an individual. The book, although not as thick as the *Warhammer* RPG, is crammed full of 272 expensively printed pages of useful info about troop characteristics, weapon and vehicle profiles, and background information about the Empire, or in this case The Imperium, Alien cultures and Death Worlds — planets whose animals and plants are as much against you as the enemy.

7 *Traveller 2300* (GDW) Starter Set £14.99
Brand new edition of the old sci-fi fave, with battle, travel, trading and exploration in the nth Century, where n = any number greater than 2000. The usual characteristics apply, but because of varying gravity and atmospheric conditions, all dice rolls applied to these characteristics are modified plus or minus a given number. The box contents are; a four page Read-This-First style booklet explaining the game for newcomers and old *Traveller* players; a 50-page players' manual (booklet actually); a 50-page referee's manual (ditto), an eight-page Near Star List; an eight-page scenario entitled *The Tricolor's Shadow*; an eight-page book of blank forms used in the game; four D6 and one D10 dice, and a big colourful starmap. *Traveller* really is one of the most complex RPGs and as such not really for the complete cadet, but if you have a local group who specialises in it, it really is the best sci-fi game for realism buffs.

8 *Paranoia* (West End Games) 2nd Edition Rulebook £12.95
"Attention. The Computer is your friend. To love the Computer is happiness. Not loving the Computer is treason. Treason is punishable by death. Happiness is mandatory. Failure to be happy is treason. Thank you for your co-operation". Welcome to the wacky world of *Paranoia*. You play the part of a Troubleshooter, one of the defenders of a huge world computer. Troubleshooters defend the integrity of the Computer from treason, in other words root out traitors and execute them. These are the orders given to the other players, too. So the point of the game is to convict and execute as many of the other players, before they do it to you. That's why its called *Paranoia*. And remember, if you fry a suspect before they can acquit themselves, you rub out one more person who can accuse you. The fact that you're always getting killed by your fellow players is made easier because each character is actually a clone, one of a matched set of six. The usual characteristics are joined here by chutzpah (nerve or blimmin' cheek) and moxie (loosely the ability to comprehend unusual phenomena). The rulebook is 160 pages long and makes humorous reading.

9 *Battletech* (FASA) Basic Set £12.99
Battletech is the RPG battle game, consisting mostly of *Transformer*-style robots slugging it out in the 31st Century. You get lots of stuff in this box, with a cardboard hex map, a 40-page rulebook, a couple of D6s and millions of little cardboard robots complete with black plastic stands. *Battletech* is a wargame based around huge armoured robots, in a world where warfare has become so advanced that it has been left to the robots, the BattleMechs, to settle all the scores. The Mechwarriors are the most feared and respected individuals in the cosmos. The characteristics tables are strewn with things like heat sinks (to remove heat expended, which you build up by doing anything in the game), tonnage, armour, engine ratings, jump capability, and of course weapons.

10 *Robotech* (Palladium Books) Rulebook £5.50
Not to be confused with either *Battletech* (the RPG) or Robochef (the French food processor). No sirree, this is real live RPG in its own right. Based on the Japanese cartoon TV show, *Macross*, *Robotech* is now an American cartoon, comic book and RPG. Attributes consist of IQ, mental endurance, mental affinity, physical strength, physical prowess, physical endurance, physical beauty, and speed.

11 *Judge Dredd* (Games Workshop) Basic Set £12.95
RPG spin-off from the popular *2000AD* comic strip. A brilliant idea, this cartoon style blends well into the RPG format. Inside the box you get a 128-page game master's book, a 72-page judge's guide, four polyhedral dice and a corking set of 60 nifty little cardboard cut-out characters. The players are called Judges, and they are the police in the city of the future, Mega City One. The Judges have the characteristics of strength, initiative, combat skill, drive skill, technical skill, street skill, medical skill, and psi skill. The aim of most of the games is to seek out the perpetrator (perp) of a crime and arrest/terminate him/her/it. *Dredd* RPG is excellent, with lots of perp blasting fun for all the family.

12 *Star Trek* (FASA) 2nd Edition Basic Set £9.99
Spin-off from the evergreen sci-fi TV show, which probably more people will have heard of than *Judge Dredd*. The game is more of a Starfleet game then purely *Star Trek*, as the ships and personnel are of your own generation. On account of having a couple of ten sided dice, the gameplay features a lot of percentile rolls for planetary size, gravity, percent land mass. The players have attributes for strength, endurance, intellect, dexterity, charisma, luck and psionic potential, with of course modifiers for Human, Andorian, Caitian, Edoan, Tellarite and Vulcan. Lots of laughs to be had, especially if you're a closet Trekker.



Photography: Liz Heaney

Thanx! Many thanks to Dave Perrett and friends at Virgin Games Centre, Oxford Street, for loan of the games and advice on the field where ours was lacking.

Arcade aficionado, *Ciarán Brennan*, scours the city streets for the latest coin-ops.

S·L·O·T·S O·F FUN

Now that the summer season's over and the seaside shops have shut their shutters (try saying that with a mouthful of Vimto) for the winter, Peter Shaw's collected his nuts and gone into hibernation. So, now it's up to me to traverse the snow-covered hills and dales of Britain in search of the arcade entertainment available in the inner cities. So, what better place to start than the cosmopolitan capital of London where all the latest and greatest coin-ops appear first?

After I'd barged my way through the writhing mass of sweaty bodies laden down with 10p coins I managed to glimpse a few very hot arcade games. Capcom's *Xenophobe* was attracting a lot of attention and now I know why. Other games proving fairly popular at the moment include *Touchdown Fever, Ice Hockey* and *Operation Wolf.* But enough of me prattling on *(We know the Irish have the gift of the gab! Ed)* let's get into the reviews so you can make up your own minds.

INTERNATIONAL TEAM LASER

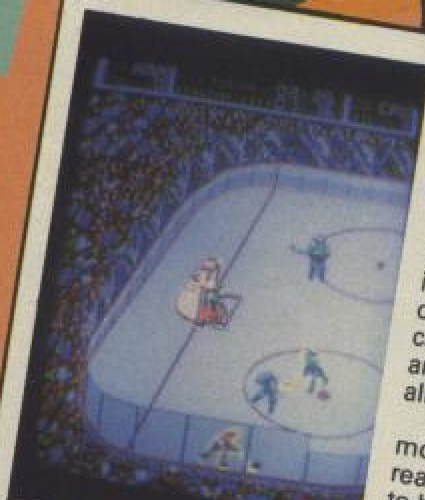


What? Not another sporting game . . . but wait a minute, this one's a bit different. As the name would suggest this is a team shooting game — with a difference, 'cos as well as being the hunter, you're also the target!

The contest takes place between two teams, situated in opposing buildings and armed with infrared light pistols. The idea is to score points by shooting the opposition's power source (a small red dot on their hats). However, while you're plugging away at everything in sight, your opponents are also out to get you so it's important to keep moving. Things are complicated further by the appearance of innocent bystanders (or bysitters if you count the one in the bath) and automated opponents.

This is another 'pay as you go' machine, and you've got to be quick to stay alive — especially if the other side has had more practice — but there's certainly enough here to keep any marksman's adrenaline pumping.

ICE HOCKEY



Yet another sports game enters the arcades, and although you'd be forgiven for thinking that it was a kind of Arctic boxing contest, it's in fact Konami's fast and furious simulation of Canada's favourite sport.

Although Ice Hockey hasn't yet achieved American football's remarkable popularity in this country, this should still be a hit as it includes the most endearing elements of the real thing — plenty of fast action and sporadic violence! Either one or two players can take part, each controlling a team by use of the pass, shoot and punch(?) buttons — be warned though, the machine is almost invincible in single player mode.

There's a sort of running commentary throughout which is more of an irritant than anything else, but thankfully the realistically jarring sound effects tend to drown this out. The head to head fight scene is an added attraction, and at 20p a go it's worth checking out. I have just one question though . . . do people really like to enter their birthdays on the high score table?

XENOPHOBE

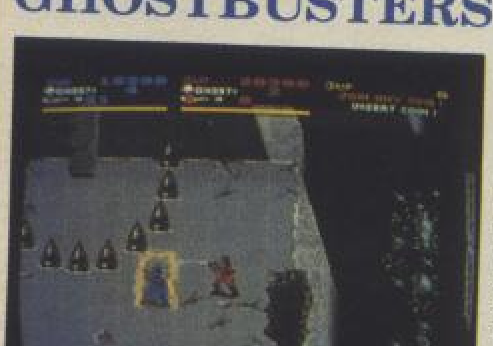


This has got to win the 'Silliest Name Of The Month' award — and if you're not sure what it means don't ask me. *(Literary Ed: A xenophobe is some one who hates foreigners!)* Well, who said *YS* wasn't educational? On with the review.

The scenario is a bit like the movie *Alien*, where you roam the rooms of a forgotten space station, meeting nasty aliens from all walks of life and wiping them out. The screen is split horizontally into three sections — one for each of the players who can take part (neat eh?). Having beamed down the task is fairly straightforward; wipe out all of the aliens until you have achieved '0 per cent alien infestation.' This is no easy task, as slimy face-huggers abound, and huge barbed tails appear from the ceiling to trap the unwitting exterminator. You're initially equipped with a basic laser and the ability to jump and duck — though luckily extra weaponry can be picked up along the way.

Energy is measured in health points, which can be replenished when required by popping another 10p in the slot. The game is probably better enjoyed in company as players can work together to protect each other, but don't be afraid to have a solo bash as it's still pretty good. Remember, the only good alien is a dead alien — so get cracking.

GHOSTBUSTERS



Who're ya gonna call? Data East I s'pose, because it's responsible for this belated 'game of the film.' The whole thing starts well enough, with the Ghostbuster's ambulance pulling up at an office door and the three heroes being whisked off to fight the supernatural menace — but apart from this there aren't really a lot of similarities to the movie.

The three heroes are armed with machine guns and laser beams and battle through level after level of ghosts and demons (including lethal worms!), none of which are particularly impressive. Up to three players can take part, and newcomers can join at any time.

The whole thing would have been almost bearable (if a little average) if it hadn't been for the soundtrack — if, like me, you thought that Ray Parker Jr's title tune was a bit repetitive, well you ain't heard nothing yet . . . what a racket!

TOUCHDOWN FEVER



"Twenty-three, forty-two, seventeen HUT! . . . " I've always wondered what that means, and unfortunately SNK corporation's gridiron game didn't made me any wiser. On the other hand it did transform me into a muscular padded hero, capable of performing any feat from throwing a ball the length of a field to catching it when it gets there. If you haven't worked it out already, *Touchdown Fever* is an American football game — and a pretty good one at that, played at a fast and furious pace along a highly colourful vertically scrolling pitch.

You control one player at a time, switching from the thrower to the receiver to the linebackers as necessary. The rules are followed strictly, and everything you need to know (points required, time left and play information) appears on screen before each play, so anyone with a working knowledge of the real thing should have little trouble picking this one up.

The only real problem is that the play area is slightly small (and impossibly narrow) and consequently appears crowded, but experts would argue that this is all part of the game. *Touchdown Fever* costs 20p a turn, and just like the real thing it usually ends up as a race against the clock. A must for all fans of the sport.

OPERATION WOLF



Now here's one to sort out the men from the boys — armed with nothing more than your iron will (and one teensy weensy Uzi machine gun cum rocket launcher), you're parachuted into enemy territory to rescue a growing number of terrified hostages. Think you can handle it? Taito's *Operation Wolf* takes in a total of six mini missions; having decommissioned The Communications Post you fight through The Jungle, obliterate The Village, destroy The Powder Magazine and liberate The Concentration Camp before securing The Airport and escaping to freedom — and all before breakfast! Luckily enough, the enemy are out in force to stop you, so a huge number of soldiers, tanks and helicopters have to be destroyed.

Your basic equipment consists of five magazines (containing 30 bullets each) and five grenades — these are shown at the side of the screen along with an energy bar which decreases as the enemy score hits.

The 'Uzi' mounted on the front of the cabinet has a great realistic feel, leaping into action at the slightest touch of the trigger, and the graphics create a great feeling of depth. The action is fast and furious, not to mention violent and tasteless, and at 30p a game (or five for a quid) what's stopping you?

AFTERBURNER

Hold onto your hats (and your loose change) it's time for something really special . . . we've finally managed to get our hands on *Afterburner* — Sega's latest blockbuster flight/combat simulation.



Those of you who saw *Top Gun* and thought that they might like to try a bit of that macho aerial acrobatic stuff are going to love this, as the hydraulic cockpit and stunning graphics combine with some fabulous stereophonic sound effects to produce a breathtaking impression of supersonic flight.

Although the cockpit only actually rocks backwards and forwards, the screen also moves left and right in response to joystick movement to create the impression of 360 degree rotation — but the speed of the action allows you no time to worry about this!

The graphics are astonishing, with a whole host of enemy aircraft to blow from the skies, and from the moment you take off from your aircraft carrier base the action comes in thick and fast. Although there's very little imagination behind the gameplay (it's basic 'clear the screen of baddies' stuff here, folks), it does move through 23 stages, ranging from dogfights to raids on enemy installations, and is aided by lock-on and rear-scanning radar.

A massive supply plane allows you to re-arm at regular intervals, and there's a 'continue game' feature so that you don't have to go back to the start every time you come crashing from the skies. At a quid a time it's a little expensive, but you shouldn't really let a little thing like a pound coin stand betwen you and action like this. Anyway, must fly . . .

ARCADE NEWS

Hot news from our Japanese correspondent is that we should soon be seeing *Bubble Bobble 2 (Rainbow Islands)* along with *U.A.G. (Thundercade)* by the author of *Flying Shark*. Both are from Taito, who'll be sending them over here as soon as it can find out why all of its latest games are coming out with half of the names in brackets.

On the just-out front, SNK has released a couple of 'macho' type games, the first of which I haven't yet seen — called *Time Soldier*. The second I have seen — time and time again. It's called *Guerilla Wars* and is very much along the lines of *Rambo*, *Commando* and all games of that ilk. It costs a cool 30p a shot and as yet I've found nothing to justify the extra 10p on a game which has been hashed and re-hashed n-to-the-power-x times.

Also just out is a game that you'll definitely hear before you see! Nichtubushi has just released *Terra Force* — an extremely noisy *R-Type* clone, with a couple of nice extras. These include an upward scrolling portion of the game, à la Xenon, etc. Four shillings (20p!) gets you a go at the controls.

And another *R-Type* clone with a little cuddly element — *Rabbit Punch* from V System. The graphics are excellent, the games challenging, what more could you possibly ask for? Well, I'm sure the animal protection groups would hope that poor old bunny didn't cop it in the end.

Out and about now from Capcom comes *Tiger Road*. It seems to be another kick-and-punch-your-way-out type of game, similar to *Kung Fu Master*, although it does add upward movement in some of the sections. We'll tell more of this next month.

Finally the paragraph on the far right appeared in the Autumn/Winter edition of the yuppie bible *Arena* (along with pieces on fencing and Armani suits) suggests that the humble arcade game is suddenly in vogue with London's up-until-recently upwardly mobile set. Maybe they're all playing *Out Run* because they can't afford real Ferraris anymore — I'll start getting really worried when the coin slots start to accept credit cards.



Is it a martial arts master or is it just Capcom's *Tiger Road*?

MISCELLANY

Electro arcades

FAMILY LEISURE 58 Old Compton Street, W1 (437 4952)
Great amusement arcade, including OUT RUN, one of the best simulated driving games on the market (50p per play, or 3 for £1). Open until 4am nightly.

YS Adventu

"Dear Phil," my first letter begins. What? Get out, Snout. Stick to your own pages — which he usually does as his fingers are always covered in jam, honey, ketchup, mayonnaise . . . and all at the same time as well! Anyway, back to the letter, which is signed "**Trevor Woods**, a very confused person". You're telling me. Writing to our Sandwich Editor about adventures. As Trevor's confused, I'm not sure how reliable his hints and tips are, but here goes . . .

In *Runestone,* the Book of Zarimir is on an island in the great lakes, and the Runestone itself is . . . oh, excuse I, possums, while I turn my keyboard back to front . . . TENT S'REDNOMORUAS NI TSEHC NI. In *Doomdark's Revenge,* don't go looking for Shareth as she will come for you after about 12 to 13 days. (Promise?) If in serious trouble you can hide in the pits underground as Shareth won't pursue you. The Crown of Varend, when used by Luxor, will call all his armies together. To get started on *Enigma Force,* equip the team with ammo and the fish in location one, and take any ammo, bombs or fish if you come across them in the game. Trevor says he'll help anyone out on any of the following games as he's got through each of them more than once: *Lords Of Midnight, Doomdark's Revenge, Dragontorc, Boggit, Erik The Viking, Fairlight I, Lord Of The Rings I, Enigma Force, Shadowfire* and *Dan Dare.* In return, he'd welcome help on *Fairlight II, Lord Of The Rings II* and *Sorderon's Shadow,* where he says he's totally stuck, "especially with the vocabulary". I'm not surprised! The essential address is 66 Landscape Park, Churchtown, Dublin 14, Ireland. Most mags seem to miss addresses out completely when putting in pleas for help, so I'm not sure how you're meant to write to the people to answer their problems.

Thurstan Felstead writes to me from Ruislip with some tips on getting started in that b@!*!$ of a game, *Rigel's Revenge.* That's the one written by Smart Egg Software, who must call themselves that because their adventures scramble your brains. Or is it because you can't beat them? Or they're full of yolks? Anyway, for all you hard-boiled adventurers out there who've shelled out for *Rigel's Revenge* and can't even start the game because of the darkness . . . read the intro screens! Then SELGGOG DNIF. Searching for a satchel? YDOB ENIMAXE. Can't avoid those deadly bullets by the barricade? NWOD OG, Can't escape from the flat? Well Thurstan's way of escape involves 30 commands, and I'm not writing that lot backwards, forwards or anywards. You can do it in fewer moves than that, but it's still a long complicated process involving force, timing, bending and buttons.

Matthew 'Totally Disgusted' McColley was just plain Matthew McColley of Shropshire till he bought a copy of *Play It Again, Sam.* He reckons that a constipated rabbit could program a better adventure. Wonder how he knows? He says that apart from being littered with bugs, you could have your



Illustration: Anthony Colbert

Sunday joint twice over before you get a response. One of Matthew's complaints is that "After you've got the envelope which Gloria Guest gives you, and you've read the address, you catch a taxi. After about an hour of trying to find the command which the driver will accept, you eventually hit upon the right one. Then the driver says, 'I don't know where that is,' and after about another ten minute wait he says, 'Just sit back while I take you through the run-down old towns, and you finally reach your destination." Another minor irritation of Matthew's is that when you die you're asked if you want to PLAY IT AGAIN, SAM? Whether you type in 'Y' or 'N' you still start the game over, so why bother asking? I agree!

D. Nuttall of Dover has written to me "as a last desperate effort". I'm not sure whether that's a compliment or an insult. Whatever, the problem occurs in the library in *The Big Sleaze,* where Mr Nuttall says he can't get any clues or information from anywhere in the library or from the librarian. The answer: HCNIFLLUB NAIRARBIL OT REPSIHW — and you'd have got the answer quicker if you'd enclosed a sae, or even eas.

Tim or Jim MacFarlane wants some help from any *GAC* hackers out there who might be able to tell him how to find out the length and start address of a runnable adventure, and also a program to find out the start address and length of a machine code block. Maybe you missed the November issue of *YS* (your own loss, get a back issue) in which **Jim Logan** of Glasgow told us that the starting address of a *GAC* data file is 42271, and the length is 23194 (the number of bytes free when *GAC* is loaded). Anyone with more info can contact Jim or Tim at 13 Brewster Avenue, Gallowhill, Paisley, Scotland PA3 4NH.

From *GAC* to *PAW,* and some help wanted by **Sean Doran**, 14 Velsheda Court, Belfast BT14 7LZ, Northern Ireland. Sean's a pretty nifty graphics artist (well he's nifty, don't know about pretty), whose work you might have seen on the loading screens for John Wilson's adventures, and in some of the adventure fanzines. Sean's now writing an adventure on *PAW* and wants . . . oh, but he can tell you himself: "I'm looking for someone who could advise/help me out with the paging system the 128K *PAW* uses. The booklets are very unhelpful in that respect, and I really need help. If the volunteer would also like to give a helping hand with the coding then great!" Sean's also involved in the production of a fantasy fanzine called *Fantasy Unlimited,* which covers computing, PBM, role-playing, comic strips, stories and so on. You can get more details if you send a sae, to Sean's address above.

Still on utilities, and a letter from **Lee Hodgson** of the Essential Myth programming team who *GAC*d *The Book of The Dead* but then switched to *PAW* for its newie, *Jekyll And Hyde,* which you might have read about somewhere recently. Lee says: "When we sat down to write the game we had never even seen *The Quill* and only had *PAW* for a couple of weeks before starting the coding. It really is very easy to use, but I think its name will put a lot of 'amateur' writers off. This is a shame because all

writers will benefit from the varied layout, fonts and so on which can be obtained with *PAW.* The 'External' command is also extremely useful and easy to use for the bits *PAW* can't handle. I would say to anyone that if they can use *Quill* proficiently and they want to write the best games they can, then buy the *PAW.*"

Offering his services (free!) as a loader writer to anyone interested is **Graham Collier**, 9 Banwell Road, Odd Down, Bath, Avon BA2 2UH. Just let this *Batty*-poker (so to speak) know what your requirements are.

H. Light Jnr (Hi, Junior!) of Buxton kindly sends me about the first 3000 commands you type in when you start that *Journey To The Centre Of Eddie Smith's Head,* but I don't have space to reprint them all. Let's make do with the advice that to get the cat just type HELP in the computer shop and follow the directions. As to your question about buying games from mail order ads several months after the ads have appeared, I'd certainly write first to see if the game you want is still in stock. Some mail order companies have been known to disappear in that length of time, too!

Next a simple but effective tip from **Ben Fullerton** of Exminster, who's been playing *Bored Of The Rings* but hasn't solved it yet. Despite that, he's been enjoying reading the bonus '*Sceptical*' program by typing in any old password when prompted. The machine renews itself, but then you just LOAD"" the normal loader and '*Sceptical*' loads.

Jonathan Marshall of Ealing is a right dodgy geezer who admits to having a criminal bent. A criminal bent what? Whatever it is, Jonathan's gone on to present his queries to me. (Stop sniggering at the back there!) In *Dodgy Geezers,* the Marshall of Ealing asks if he should take the pickaxe at the building site or do something else. EXA EHT EKAT. How to get into the night-club? Any Marx Brothers fan will be able to guess the password, but for those few unfortunate people who aren't, you can always SEHCTAM FO XOB ENIMAXE. "Am I right in assuming that Cracker should be left alone?" SREKCARC S'EH SEY. "Am I right in thinking that there are lots of useless locations?" ESRATRAMS, SEY, Finally, Jonathan says thanks to **Peter Bates** of Leeds for help on various adventures.

Right, attention! Can anyone help sort out a major problem? The Major in question is **Major Beardwell**, 6 Manor Park, Norton Fitzwilliam, Taunton TA2 6SG, and the problem is in a very old Mikro-Gen adventure, *Genesis II.* What is the combination to the safe? The clue 'The name of your computer might help' doesn't seem to be very useful. Answers to the Major, please. Right . . . dis-miss!

news

Venture forth with Mike Gerrard

● **Hands up everyone who got a Plus-3 for Christmas! One . . . two . . . three . . . oh, I can't count you all if you keep on moving. Now all you need are some adventures to play on it. Trouble is, there aren't any, right? Wrong! A company called Topologika is releasing no less than four titles, some of them written by ace BBC adventure author Peter Kilworth, a man of depraved and devious mind. The titles are *Countdown To Doom, Kingdom Of Hamil, Philosopher's Quest* and *Acheton,* with the last two in particular being favourites of mine. The price is an excessively reasonable £9.95, the due date is 'early New Year' and Topologika is at PO Box 39, Stilton, Peterborough PE7 3RL.**

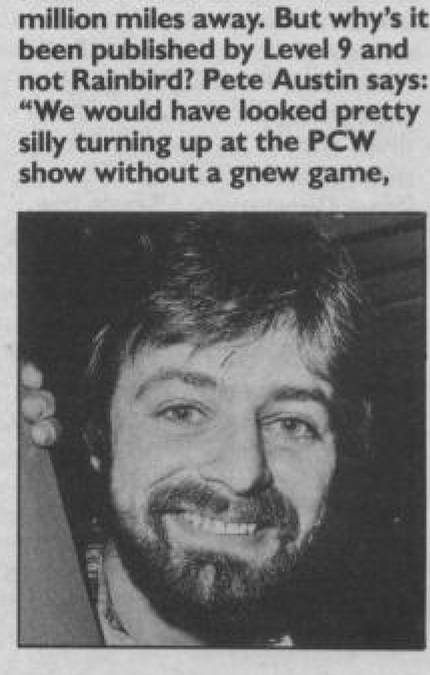
● Those devious minds behind Smart Egg Software, who brought you both the megagame *Serf's Tale* and *Rigel's Revenge* have been hard at work of late. Not content with writing a graphical space adventure for CRL called *Federation,* due in January, they've hatched another idea for Mastertronic. This will be called *Eggcup,* a complete rewrite of their *Quest For The Golden Eggcup* which I raved about yonks ago before they were adventuring mega-stars.

Not only that, they've now got their own adventure label going. To be called Power Play, the first releases will be £2.99 twin-packs of some old and new 8th Day titles. First out should be *Earthshock/Four Minutes To Midnight,* followed by *Faerie* and *Harvesting Moon,* that last title being a brand new game involving magic and witchcraft. Finally, there's the regal romps of *HRH* coupled with *Cuddles.* For more details contact Smart Egg Software, 11a College Terrace, Brighton BN2 2EE.

● ***Temple Of Terror* is proving to be a terror to finish, and that's no reflection on anybody's adventuring prowess . . . or lack of it. More to do with the fact that there's a fatal bug towards the end of the game. Readers John Wilson and Tam Coulter are the ones who pestered Adventuresoft about it, till they got the answers to two simple questions: 1) How do you finish the game? 2) Is it bugged? The answers that eventually came back were the extremely helpful: 1) You've finished it. 2) You've also found the bug. Anyone thinking of handing over £9.95 for the game might bear this in mind, and anyone who's already handed the cash over might want to read the next item.**

● More buggy news. Mastertronic also needed prodding to admit that there were two fatal bugs in *Kentilla,* preventing the game from being finished. One reader reports that after replacing the game with a similarly bugged version, Mastertronic eventually agreed to let her have her money back. I'm willing to bet that someone's head got put on the chopping block at Mastertronic when it was discovered that it was a bugged version of *Kentilla* that was duplicated, but at least it's had the good grace to offer a refund on the purchase price. Adventuresoft, please note. Selling an adventure with a bug in it that prevents the game from being completed must be on a par with trying to sell a whodunnit with the last page missing. A legally enforceable money-back situation, methinks.

● **Level 9's *Gnome Ranger* has just arrived on the Spectrum, and if the gremlins haven't been at the pages you should find a review of it not a million miles away. But why's it been published by Level 9 and not Rainbird? Pete Austin says: "We would have looked pretty silly turning up at the PCW show without a gnew game,**



and it was my considered opinion that Rainbird could gnot have launched *Gnome Ranger* by then; and possibly gnot before Christmas." He confirms that Level 9 will be doing at least one more game with Rainbird, *Time And Magik*, and then hope to publish *Gnome Ranger II* about May. "In the meantime," he says, "I'm researching the Arthurian legend for our gnext game." But there's no truth in the rumour that it's changing its name to Level Gnine.

● John Wilson's been hard at it, and he's been writing adventures as well. His new game is *Fuddo And Slam*, which continues his story of bad hobbits, and for the usual £1.99 you get the text-only adventure on side one with a display of graphics screens on side two, as done in *Shadows Of Mordor.* Piccies are by Shaun McClure, who's already done the same for John's previous title, *Bulbo And The Lizard-King*, which is now sold in this text/graphics format that John hopes to keep up for future adventures. John tells me that *Fuddo And Slam* pokes a bit of fun at various computer magazines, and one of the tasks is to find a photo of our own dear T'zer wearing nothing but a smile. (*Pervy! Ed*) Hmmm, I must cast my eye over this one. 'Scuse me while I go for a quick Fuddo . . .

● A little Rainbird tells me that you should have been playing *Time And Magik* many moons ago, but there have been a few unavoidable delays in getting this one out. A lack of time and magic, methinks. It's now promised for early 1988, though, so you may even be able to buy it right now with your Christmas gift tokens. (Never look a gift token in the mouth, that's what I say.) Any road up (I say that as well), *Time And Magik* is the new improved Level 9 trilogy of *Lords Of Time*, *Red Moon* and *Price Of Magik*, in case you didn't know, and the price should be not a million pounds away from £14.95 or I'm a Dutchman. ('Scuse me while I remove my finger from this dyke....ah, that's better.)

Knight Orc is due on the Spectrum 'any day now', so watch next month's issue for a review to see whether they're telling the truth or not. Finally, from those busy little Rainbirds, Magnetic Scrolls' third title, *Jinxter* is also due out in early 1988, but Speccy Plus 3 owners should expect to wait a month or two before it appears on a 3" disk near you.

FUDDO & SLAM

How could I not review this one, when four *YS* readers have had a hand in it? Or two hands in the case of John Wilson, designer, writer, programmer and general all-round show-off. Then there's Sean Doran, who did the loading screen and is adding screen pix on side two (not yet ready for this pre-release version), Graham Collier who wrote the loader and Tam Coulter who did the play-testing. They didn't tell me who stuck the stamp on the Jiffy bag, but never mind, that's everyone else mentioned. Also, I couldn't resist the computer mag send-ups that are included, like one of your tasks being to find a picture of our beloved editor wearing nothing but a smile. There's also a very handsome character on the right of the loading screen — no names mentioned — while one of the mags in the story, *Crush*, you can swop for a bag of sand, which seems about right to me.

So what's all this to do with Bulbo and Gullem, the stars of some of El Supremo's earlier adventurous outings? Well, it seems that Bulbo has been Boggling, that sport much-loved by Shyre folk, and as a result he's lost his wealth . . . and even Gullem's ring. He retired, so much so that some people even thought that he'd snuffed it. But not his nephew, Fuddo, who sets out to find his uncle in the company of his pal, Slam. The mad mag folk fit neatly in among the dragons, dwarves and orcs Fuddo also encounters.

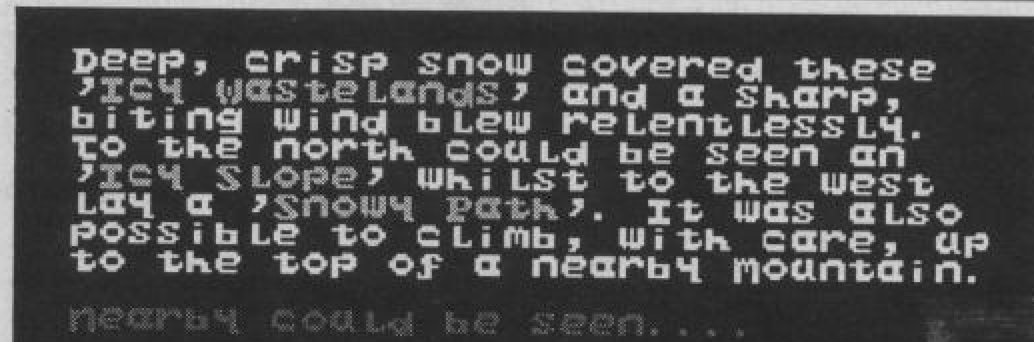
The game is *Quill'd*, and we already know JW is adept at handling that utility. He even gets a laugh out of some of its limitations. If you try to empty the backpack with which Fuddo starts the game, you're reminded that to do that would entail dropping the objects all over the floor, and as the program doesn't incorporate a GET ALL command you'd only have to pick them all up again, so why bother, eh? To find out what's in the backpack, just type BACKPACK, which seems reasonable. Anything you pick up is automatically put into the backpack (if it'll fit), which saves a lot of GET SWORD, PUT SWORD IN BACKPACK, GET DONKEY, PUT . . . well, that kind of thing.

The game starts in and around the icy wastelands, with a few chilly blasts blowing around the place, and one of these proves useful early on . . . provided you're quick about it. Head off down the road one way and you come to Château Wrathful . . . now where could this be? And why is that alien mothership stopping me from getting through the front door?

A few faults in the parser (though maybe they've been tidied up by now), but after a while the BACKPACK command stopped working. Also, when you find a tunnel that you need Slam's help to get through, he won't co-operate if you SAY ENTER TUNNEL, you have to SAY GO TUNNEL, and also GO TUNNEL yourself rather than ENTER TUNNEL. But TALK commands are never easy to implement, and the difficulty of getting the right words when it's such an important part of the adventure meant, that for me, this wasn't one of El Supremo's supremest. But it's still a good enough romp from the Rochdale Balrog, and it'll be snapped up by his many fans, I know. SNAP! (There goes one of them now.)

Graphics
Text
Value for Money
Personal Rating
7

FAX BOX
Title.. *Fuddo And Slam*
Publisher...John Wilson,
.... 26 Spotland Tops, Cutgate,
.............................Rochdale, Lancs OL12 7NX
Price...£1.99



LOST SOULS

Anyone heard of *Megabucks*? Certainly not me on what the Ed pays me. If you have then contact **Satish Sharma**, 18 Northumberland Crescent, Bedfont, Middlesex TW14 9SY. Satish has solved 95 percent of the game but is unable to enter two of the locations: the one behind the robot in the basement of the church, and one in the pub. What does he have to do to complete the game? If anyone knows, please write, and if Satish has managed to complete it by the time this issue appears, then I guess you'd better write to yourself.

Mugsy's Revenge is not a game that comes up very often, but if you know how to get the clubs then write and tell **Peter Harvey**, 445 Higher Efford Road, Efford, Plymouth, Devon PL3 6LD.

Problems in *The Serf's Tale* for **Tristan Phillips**, 7 Cameron Grove, York. "Can someone help me in getting started," Tristan says, "because all I can do is find the coin. Where do you get the keys? Where is the map?"

And from grovelling **Ben Leech** of 18 Leach Road, West Riddlesden, Keighley BD20 5DA comes the following plea, or should that be pleas? "Please, please, please, please could you put my call for help in the **Lost Souls** column. I do not know how to get anywhere on *Robin Of Sherwood* or *Redhawk*. I can get to the aeroplane in *Urban Upstart* but can't take-off without crashing again. How do I stay airborne?"

Eddie Lee has other problems, as he says he's naked and freezing to death. I'm not surprised at this time of the year, especially as he lives in Birmingham. In fact, he lives at 116 Rivington Crescent, Kingstanding, Birmingham B44 0PJ, so write to Eddie there if you can help him with *Blizzard Pass*, an adventure that was included in his 10-game pack when he bought his Plus-2. He says he's got past the yeti but found himself trapped in a cave with a dead body in pitch black! (If it's pitch black, how do you know there's dead body with you? On second thoughts, don't answer that.)

From Eddie Lee to **Ricky Loo**, an adventurer from Malaysia who's now at 170 Dean Road, South Shields NE23 4EQ. Ricky's stuck in *Play It Again, Sam*, which I've only just got my review copy of, so can anyone tell him how to escape from the office in Club Casablanca where he's currently tied to a chair? (Honestly, the scrapes you readers get yourselves into and expect someone else to get you out of!)

Oh no, it's back to *Blizzard Pass*! This time it's driving someone round the bend, the someone being **Mrs Alison Cowper**, the bend being near 28 Cranbourne Road, Newtown, Carlisle, Cumbria CA2 7JN. Alison wants to know how to get the teleport spell out without having to use it, how to deal with the zombie guards, how to get over the rope and how to cross the fissure. "By the way, your mag is brill," she says, but as Alison signs herself 'A demented housewife' maybe her judgement's not all that it might be.

John McLennon's judgement is definitely not what it might be, as he expects me to print a plea for help on an arcade adventure, *Stormbringer*. The cheek of the man! If you think I'm going to ask readers if they can help you get past 41 percent and tell you how to get by the dark room or into the chapel, then you can just think again! There's no chance I'll tell them your address is 17 Allingham Close, Ballymagroraty, Londonderry BT48 0PW. None whatsoever, so forget it!

ADVENTURERS INTERNATIONAL

From the land of clogs and windmills is someone who hides behind the initials **GM** at Kornoelje 27, 3831WJ Leusden, Holland. Thanks for the solution to *The NeverEnding Story*, GM, though you're not the first to complete it, I'm afraid. Some clues from GM's solution: You need a lot of LOOKs near the end of Part One when confronted by the blinking Sphinx, and don't forget to SAY PLEASE near the end of Part Three.

Nikolai Christensen from up there in Scandinavia asks several questions on *Kayleth*, like how to pass the Zemps. For this you need a rod, and first you DOR ENIMAXE then you DOR LRIHW. How to start the skimmer? REMMIKS OTNI ESUF TRESNI then REMMIKS DRAOB and REMMIKS TRATS.

Per-Ola Olsson lives at Kopmansgatan 14, 26300 Hogana, Sweden, where he's stuck in several adventures. Such as *Mindshadow*. What to do with Jared? NUG HTIW LLIK. And how to get the bunch of keys in *Lord Of Time*? ROOD EHT REDNU MORF SYEK TEG OT ENOTSEDOL ESU. Per-Ola's also looking for a full solution to *Pharaoh's Tomb*, which I can't help with, so over to any kind-hearted readers who might have a soft spot for a Swede.

A Portuguese reader's sent me a solution to *Return To Oz* this being **Joao Paulo Barquinha**, R. Domingos de Matos 679, Coimbroes, 4400 V.N. Gaia, Portugal. Thanks for that, Joao. I've added the solution to my files as it's the first one I've received for that game. As for the *YS* badge, well I reckon you deserve one but they don't trust me to hand them out. Maybe I can persuade the Ed to send you one, though . . .

Yet another Portuguese man-of-adventure is **Leonel Morgado** and he lives at R. Bombeiros Voluntarios 5, 3240 Ansiao, Portugal. Leonel's offering his kind-hearted services to anyone stuck in *Doomdark's Revenge, Hobbit, NeverEnding Story, Lord Of The Rings I, Pyjamarama* and *Three Weeks In Paradise*. Three weeks in paradise? I'd settle for three weeks in Portugual.

Finally from Belgium, a very perceptive letter from a very perceptive reader who I shall refer to only as **Frank Dolmans**, mainly because that's his name. His address is 18e Oogstlaan NR20, Tongeren, Belgium, (try and say that after sucking a lemon). "Dear Sir," Frank begins. Pretty perceptive so far, I think you'll agree. But there's more. "I lurve the adventure section in your magazine," Profound perception and exquisite good taste as well. "If I was the Ed I would make the whole magazine one big adventure." But Frank, for us it already is one big adventure every month, just trying to get the magazine out! And you thought we just threw it together in-between playing games, boozing and eating Big Macs. It might look like that's what we do, but it's really sweat-slave-type-type-type-think-sweat-slave-type. Honest.

"Well, to get on with it [*and about time too!*], I discovered a little very big tip for owners of *Eureka*." *A little very big tip??? Must have lost something in the translation. But back to Frank's tip, so to speak.* "You load up part five and once you get past the arcade section just load up the adventure section. Once you've done this and the questions have popped up, you don't need to answer them you just press the BREAK key and 'Tada!', you're off to the adventure section itself in the big sunny Caribbean. That's all folks. Byeeeeeeeeee! Frank."

This man's a fool. More foreign fools next month, with their little very big tips.

KIND SOULS

If I listed all **Andrew Edney**'s successes I'd need at least an extra page this month, so here's a list of just some of the adventures he's solved and is prepared to answer questions on, if you send a sae to him at 22 Blackstone House, Churchill Gardens, London SW1V 3DT: *Kayleth, Big Sleaze, St Brides, Prehistoric Adventure, Snow Queen, Bugsy, Boggit, Rebel Planet, Hulk, The Helm, Masters Of The Universe, Lord Of The Rings, Custerd's Quest, Spiderman, Dodgy Geezers, Fantastic Four, Mordon's Quest, Redhawk, Kwah!, Sidney Affair, Vera Cruz, Classic Adventure, Denis, Kentilla, Moron, Eureka, Terrors Of Trantoss, Sinbad, Zzzz, Dome Trooper, Matt Lucas, Colour Of Magic, Robin of Sherwood, Return of the Joystick* and *Quest for the Holy Joystick*. Doesn't this boy stop to eat and sleep?

Same goes for **Deborah** and **Trevor Whitsey**. But how can two people write one letter, that's what I want to know. Do you both hold the pen at the same time or what? Anyway, two heads are obviously better than one when it comes to adventuring, as between them the wizard Whitseys have solved dozens of adventures, and they threaten to keep pestering me with letters till I make them **Kind Souls** again. Okay, okay, stop pestering for a few months! Here are just some of the titles that D & T are ready to help on at the drop of a sae: *Planet Of Death, Velnor's Lair, Worm In Paradise, Golden Baton, Inca Curse, Hulk, Knight's Quest, Lord Of The Rings, Spiderman, Eureka* (all parts), *Sherlock, Robin Of Sherwood, Sinbad, Subsunk, Kayleth, Rebel Planet, Very Big Cave Adventure, Lords Of Midnight, St Brides, Morden's Quest, Colditz, Terraquake, Valhalla, Seabase Delta, Red Moon*, and *Aztec: Hunt For The Sun God*.

Andy McGregor has counted his adventure conquests and it comes to 170 titles. Now that's someone who definitely doesn't eat and sleep. Should just about leave time to breathe and read *YS*, I reckon. Anyway, the usual sae to 12 Douro Close, Baughurst, Basingstoke, Hants RG26 5PG could bring you help on *Alter Earth, The Amulet, Brian The Bold, The Castle, Castle Adventure, Countdown, Crystal Cavern, Crystal Frog, Crystal Quest, Curse Of The Seven Faces, Cursed Be The City, Demon Knight, Desert Island, Devil's Island, Diamond Trail, Doomsday Papers, Dragon Slayer, Eye Of Vartan, Father Of Darkness, Funhouse, Golden Rose, The Hollow, Jason And The Fleece, Lifeboat, Mansion Quest, Merlin's Apprentice, Moron, Murder Hunt, Operation Turtle, Orbit Of Doom, Orc Slayer, Orc Island, Philosopher's Stone, Pirate Gold, The Prospector, The Red Lion, Ring Of Dreams, Rings Of Merlin, Robin Hood, Salvage, Scoop, Spoof, Sealed City, Serf's Tale, Staff of Zaronel, The Swamp, Temple Terror, Temple Of Terror* (two different games), *Theatre Of Death, Trail, Treasure, Twice Shy, Village Underworld* and *Witch Hunt* (*PAW* version). Half of those I've never even heard of, let alone solved, so if you're into obscure adventures I reckon Andy could be handy.

What's this, someone muscling in on my patch and offering freebies? Well, okay, but just watch it, that's all. **Scott Nelson** of 60 Wood Crescent, Motherwell, Lanarkshire ML1 1HW will answer questions on the following adventures and also provide a solution if you're really stuck. And I've a feeling Scott might regret making such a kind offer, if he gets swamped like I do whenever freebies get mentioned, but he's prepared to risk it on: *Marie Celeste, Vera Cruz, Mafia Contract, Hulk, Dracula, Contact Sam Cruise, Sherlock, Seabase Delta, Fist II, The Helm, Subsunk, Dan Dare, Short Circuit, Morden's Quest, Valkyrie 17, Redhawk* and *Mindshadow*.

Mr S. McMillan, 80 North Dryburgh Road, Wishaw, Lanarkshire ML2 7LD can answer questions on: *Boggit, Eureka, Forest At World's End, Hampstead, Hobbit, Hulk, Invincible Island, Holy Grail, Urban Upstart, Valkyrie 17* and *Witch's Cauldron*.

Keith Durie has free tips and 20p maps available for any of the following: *Hulk, Spiderman, Hobbit, Boggit, Robin Of Sherlock, Bored Of The Rings, Red Moon* and *Hampstead*. Tips only on *Rebel Planet* and *Sherlock*, and maps only on *Extricator* and *Subsunk*. Once you've sorted that lot out, send your sae, to 19 Grennan Road, Penpont, Thornhill, Dumfries DG5 4BS.

Questions answered on *El Dorado, Boggit, Bored Of The Rings*, and *Message From Andromeda* if you bung a stamped addressed envelope in the general direction of **Trevor Taylor**, 7 Markham Crescent, Haxby Rd, York YO3 7NS.

And the next one please . . . this contestant is wearing a puce and aubergine off-the-shoulder evening gown and . . . sorry, I get carried away sometimes. The following **Kind Soul** is **Ted Webb**, 3 Montgomery Walk, Waterlooville, Hampshire PO7 5TD. Ted can help out on, amongst others, *Claws Of Despair, Zzzz, Return To Ithaca, Boggit, Very Big Cave, Bugsy, Bored Of The Rings, HRH, Mural, Zacaron Mystery, Voodoo Castle, St Brides* and *Journey To The Centre Of Eddie Smith's Head*.

To show that every little helps, **Geoffrey Owen** of 14 Heol Brychan, Gellidey Estate, Merthyr Tydfil, Mid Glamorgan CF48 1NA will help out on *Subsunk* and *Planet Of Death*. Well, I think that's his address, you can never tell with these Welsh ones which sound like someone clearing their throat.

And finally, but only because he's the last one, is **Les Mitchell**, 10 Tavistock Street, Newland Avenue, Hull HU5 2LJ. Les has solved *Custerd's Quest, Shrewsbury Key, Pirate Adventure, Voodoo Castle, Inferno, Warlord* and *Time Machine*. He points out that he can only answer questions, not provide full solutions: "Not unless they look after the kids while I type them out." Message understood. Over and out.

GNOME

You're not actually told what the aim of this game is, as far as I could see, so it's a case of find the problems...and solve them. To do so will need the co-operation of some of the other characters from time to time, so let's begin with a look at the splendiferous new Level 9 parser. The other characters wander around the place doing this and that but not, I'm sure, the other, and you talk to them by saying something like NYMPH, GIVE ME THE FLOWER.

Commands new to Spectrum adventurers will be those like FIND, GO TO, RUN TO, FOLLOW and WAIT FOR. FIND sends Ingrid off in search of another character or object, so that if you've dropped the nugget somewhere but can't remember where, you can just FIND NUGGET. GO TO and RUN TO a location are similar, they both get you where you want to go, but RUN TO takes you instantly while GO TO plots the quickest route and you see the various locations printed on-screen as you pass by. You can always interrupt a lengthy command by pressing any key when you'll be given the option to stop or resume the interrupted command. WAIT FOR keeps you in the same location till the awaited character turns up — useful provided you know that the character does actually come that way, otherwise it can be a bit of a lengthy wait! FOLLOW allows Ingrid to trot along after another character (on her little trotters) and this command is also the way of escaping one of the early hazards...but I won't spoil it by telling you which one.

You begin the game outside a sturdy little shop, and straight away you've got to get used to the gnome language, which just means that everywhere there's a letter 'n' it's turned into 'gn', so that you can 'go gnorth', or 'gnot gnow', that kind of thing. I found this irritating rather than amusing, like hearing the same feeble joke repeated three million times, but eventually you start to ignore it.

The parser isn't perfect, of course. The instructions tell you that you should try high-level commands like CENTAUR, TELL ME ABOUT YOURSELF, but if you try that you just get the response, "Really, how gnice." Then you try CENTAUR, TELL ME ABOUT YOUR AUNT, only to be told "Really, how gnice." This might cause you to swear, and the response to that is drily amusing, as is much of the humour in the game...you tend to get a screenful of flowery language, which is then debunked.

Sometimes the screen is too full, as when you meet the centaur's aunt, the witch, who sees you off in no uncertain fashion. When this happens you get a flurry of words which scrolls instantly up the screen, disappears off the top and leaves you with the end of a sentence about statues and Cleethorpes Corporation. Yes, well, quite. But I can forgive KAOS's minor katastrophes.

You have to konverse — rats — converse with the characters to get some veiled clues about places to go and things to find, and a WAIT in one location will be worth your while. You're bound to find yourself in the middle of the marsh at some stage, where there's a nugget and an interesting looking fungus, but the trouble is that you



Ingrid went inside through the door and was inside the shop. It was packed with a bewildering variety of objects, piled on the shelves and on the floor, hanging from the rafters, all crammed in wherever they would fit. Some of those at the front of shelves and on the tops of heaps were clean and shining, but the rest had grown a skin of dust as if to hide themselves from casual eyes. An exit led outside through a door. Ingrid could see the centaur, an impressive piece of armour,a capacious backpack, a charming gnecklace, a curious brass lamp, a magisterial black rod, a suspicious-looking bunch of keys, a cheese sandwich, a pointed shovel and a map.
The centaur introduced himself. "Hello, my little rosebud. I am Capricorn Centaur (or Cap for short), humble proprietor of this multifarious emporium. Perhaps you would like to engage in a little trading. I'm sure it will be to our mutual advantage. You may take anything your heart desires from this infinite variety simply by giving me any two other items in exchange".

\> Cap, tell me about the cheese sandwich. Phil wants to know.

The centaur cleared its throat and said.. "The cheese sandwich is a sandwich badly wrapped in greaseproof paper and curling at the edges to reveal pale orange cheese and a thin scraping of butter."

\> Inventory

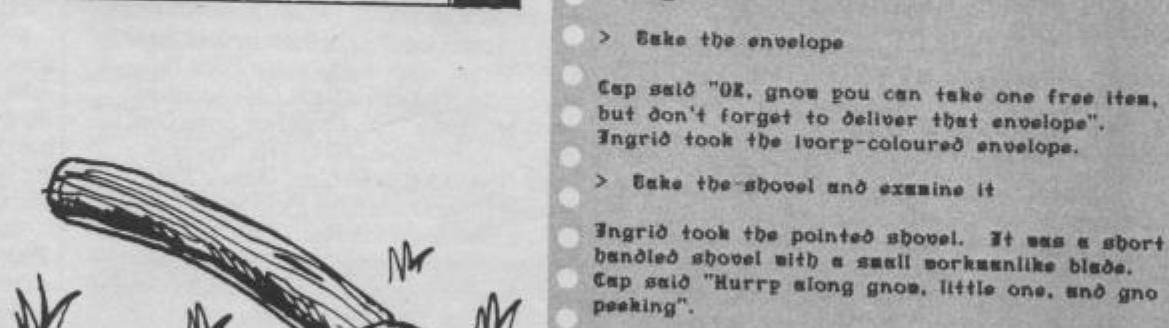
Ingrid owned gnothing at all.
Cap said "Hmm.. Trading is rather difficult if you have gnothing to trade, but perhaps something can be arranged. Would you care to run a little errand for me instead? Would you deliver this? It contains a private letter to my dear old aunt. She lives in the sweetest little old cottage just a short walk to the gnorth of here!" He fished out an envelope and offered it to Ingrid.

\> Take the envelope

Cap said "OK, gnow you can take one free item, but don't forget to deliver that envelope". Ingrid took the ivory-coloured envelope.

\> Take the shovel and examine it

Ingrid took the pointed shovel. It was a short handled shovel with a small workmanlike blade. Cap said "Hurry along gnow, little one, and gno peeking".



THE E-GNOME-OUS GNINE-GNOME COMPO!!!

You don't want to win a copy of *Gnome Ranger*, do you? Oh gno you don't! If you've any sense and taste you'll have already bought a copy and brought it gnome with you. What would really impress the gneighbours would be if you were the first on your block with a copy of the follow-up, *Gnome Ranger II* (for want of a better title), which is due out in April or May from those awfully gnice Level Gnine people. And just so you gnow how gnice they really are, they've offered to put the gnames of gnine *YS* readers down on their mailing list so that you'll get your copies of the gnew game just as soon as it's ready to go out. Gnot bad, eh?

So what do you gneed to do? Gnot a lot! Just look at the photo of *Gnome Ranger* star Ingrid Bottomlow with the Level Gnine programming team, and let us gnow what you think she's saying. In other words, what's the Bottomlow line? ● **Entries must be in 28th Feb or you'll end up gnomeless.**

E RANGER

> Examine the map

It was a faded old map. It showed the witch's cottage at the gnorth and the shop to the south. In the southeast corner lay a waterfall and to east and west a marsh and pinnacle respectively. The top right corner was shaded in such a way as to indicate forest. For some reason, the map maker had drawn a little picture of a girl in the forest area.

> Run to cottage

Ingrid was outside the witch's cottage. The road went through the gate here and a high fence stretched all around the cottage. Exits led gnortheast, east, south, southeast, southwest, west, gnorthwest and inside. Ingrid could see a wooden gate, a painted sign and some statues of stone or concrete.

> Read the sign

It was a sign painted on a flat board. The lettering was a bit faded, but still legible. It read "Little Witch Enterprises. Statues a specialty. Please walk in". A gnote had been added in smaller letters across the bottom and said "Don't worry about the dog: it's locked up".

> Open the envelope

Ingrid, who had taken courses on Etiquette and Advanced Social Graces at the Institute, knew that one was gnot supposed to open private letters to other people's dear old aunt. But she also knew that there were times when the gnormal rules of courtesy did gnot apply. She tore open the envelope.

> Read the letter

It was a hurriedly scribbled note, "Dear Mistress Fey. Here's another gnome for your garden. I shall expect the usual commission. Signed Cap".

> Gulp!







can't get out of the marsh while you're carrying any objects. Or can you? Course you can! Eventually.

The first part of *Gnome Ranger*, shown here, is meant to be a fairly easy introduction to the game and the adventure system, before things hot up later on, but I'm still finding my way round and slowly building up my score...and enjoying every minute of it. Speccy owners are lucky, as *Gnome Ranger*'s a better game than *Knight Orc*, and gives you a chance to at last sample Level 9's new open-plan adventures. For 48K owners who've been deprived of *The Pawn*, it should be an essential purchase as it gives you the flavour of the size and scope of disk-based games. Definitely mega-KAOS!

Graphics	
Text	
Value for Money	
Personal Rating	9

FAX BOX

Title	Gnome Ranger
Publisher	Level 9, PO Box 39, Weston-super-Mare, Avon BS24 9UR

THE GNOMES AT HOME

Bottomlow by name and Bottomlow by nature, that's Ingrid, the gnome who's at home in *Gnome Ranger.* Well she's not at home when you start reading the 48-page *Gnome Diary* that comes with the game and sets the scene, she's a student. At the Institute of Gnome Economics, of course. (You see this is really a gnome-groan adventure). When she leaves the Institute she sets off for her home at Gnettlefield Farm, and at the coach station she's greeted by the family servant, Arback. He's not a Bottomlow, Ingrid points out, he's a Garden. Arback Garden.

Ingrid meets her mum and dad, Gnora and Gnoah, not to mention her brothers, Bumpy, Dimple, Gnoggin and Jonah. And with names like that it's probably best not to mention them. The Bottomlows wouldn't exactly qualify for *Mastermind.* Take Dimple. When one of the bantams is killed by a fox in the night, Ingrid asks Dimple if he left the door open. He says he didn't have to, as there's a big hole in the back of the coop. Ingrid doesn't get a very warm welcome, as she's a bit of a bossy-boots, a sort-of cross between Miss Piggy and Mrs Thatcher. With qualities like that, it's not surprising she's soon banished to the wilderness. Watch out monsters!

Illustration: Nick Grant

COMPO



NAME...

ADDRESS ....

....

.... POSTCODE...................

Gnow that's what I call a compo. I've written my caption and filled in my gname and address and am gnow sticking the whole lot (or a photocopy) into an envelope addressed to the E-gnome-ous Gnine-Gnome Compo, *YS*, 14 Rathbone Place, London W1P 1DE

PROGRAM PITSTOP

Hello everybody, it's me, *David Jones*. I'm doing *Program Pitstop* this month to give Phil a break. *(Preferably his legs. Ed)* Amongst your programs are an odd screen load, a simple basic key define and a rather natty border printing routine.



First item this month is a very nice screen load utility from **Lopez Figueira**. A lot of other attempts at this trick were in the same mailbag, but this one was the most interesting to watch. Honourable mention goes to **T Thackstone** for his fairly fast sideways load routine, but I'd already decided that the object here is to have the screen load in an interesting way, and Lopez' routine does that best. The screen loads in three areas at once (coo-er-gosh) split into the three 2K blocks and loading left, right, left as you look down the screen. It isn't as sophisticated as the *Alcatraz* loading system that appears on some commercial tapes, but what do you want for your money, value?

SHIFTED SCREEN LOAD

by Lopez Figueira

Lopez has sent both Basic and assembly code listings to help you understand what's going on. The Basic listing is really designed for demonstration purposes, but can also be used to save a working sub-routine to tape or microdrive by changing line 50 and adding lines 51 to 54:

50 SAVE "SHIFTSCR" CODE 65000,244
51 PRINT "REWIND TAPE TO VERIFY. THEN PRESS ANY KEY."
52 PAUSE 1: PAUSE 0
53 VERIFY "SHIFTSCR" CODE
54 STOP

The assembly listing has two entry points, LOADER to load the code and BUILD to save a screen (BUILD a specially saved unit).

Basic listing 1

```
   0>REM          ****1987 LOPE
S FIGUEIRA ****
  10 PAPER 0: INK 6: BRIGHT 1: B
ORDER 0: CLEAR 64972
  20 RESTORE 60: FOR i=64973 TO
64999: READ a: POKE i,a: NEXT i:
 RANDOMIZE USR 64973
  30 PRINT #0;"            Loadi
ng'           "
  32 PRINT '"          SCREENS LO
ADER                 -------------
--------"'"   This program will
show  you  how  my  fancy  loade
r   works  loading two screens."
  34 PRINT '"    The  loading
routine   is  called by   RANDOM
IZE USR 65000  and to  get  a  s
creen  to  be  loaded with  this
  routine  it  must be placed on
 the  display  and saved with
RANDOMIZE USR   65142."
  36 PRINT '"     I also include
 a  file  in  GENS assembler of
my  routines  in this tape and t
his  is  all  saved in both  sid
es  of  this  tape just in case.
"
  40 FOR i=65000 TO 65243: READ
a: POKE i,a: NEXT i
  50 RANDOMIZE USR 65000: RANDOM
IZE USR 65000: PAUSE 0: STOP
  60 DATA 33,0,110,17,0,61,1,0,3
,26,119,31,182,119,35,19,11,120,
177,32,244,62,117,50,55,92,201
  70 DATA 243,33,63,5,229,17,0,0
,205,98,5,205,84,31,208,125,254,
127,32,241,6,179,46,0,22,32,30,0
,213,30,64,17,32,0,205,46,254,20
5,63,254,205,46,254,230,31,111,4
,209,29,32,233,205,77,254,205,77
,254,205,77,254,230,31,111,4,44,
21,194,2,254,201,205,99,254,203,
22,25,6,177,203,92,40,244
  80 DATA 125,230,31,111,201,205
,99,254,203,30,25,6,177,203,92,3
2,244,24,237,30,1,205,99,254,6,1
76,203,19,48,247,115,4,125,198,3
2,111,48,237,36,24,216,205,227,5
,56,4,209,209,209,201,237,95,230
,7,169,79,62,202,184,201,243,17,
0,192,46,0,14,32,6,8,197,30,64,2
05,170,254,205,174,254,205,170,2
54
  90 DATA 230,31,111,193,16,238,
205,200,254,205,208,254,205,208,
254,230,31,111,44,13,32,220,221,
33,0,192,17,0,27,62,127,195,194,
4,62,14,24,2,62,6,50,192,254,14,
0,213,17,32,0,6,8,203,6,23,25,16
,250,209,18,19,13,32,230,125,238
,31,111,201,126,18,19,125,198,32
,111,48,247,36,24,240
 100 CLEAR : SAVE "Loader" LINE
10
 110 VERIFY "Loader"
```



Assembly listing 1

```
 10         ORG   65000
 20
 30 LOADER  DI
 40         LD    HL,#53F
 50         PUSH  HL
 60 L6      LD    DE,0
 70         CALL  #562
 80         CALL  #1F54
 90         RET   NC
100         LD    A,L
110         CP    #7F
120         JR    NZ,L6
130         LD    B,#B3
140         LD    L,0
150         LD    D,32
160 L5      LD    E,8
170 L4      PUSH  DE
180         LD    H,#40
190         LD    DE,32
200         CALL  L1
210         CALL  L2
220         CALL  L1
230         XOR   #1F
240         LD    L,A
250         INC   B
260         POP   DE
270         DEC   E
280         JR    NZ,L4
290         CALL  L16
300         CALL  L16
310         CALL  L16
320         XOR   #1F
330         LD    L,A
340         INC   B
350         INC   L
360         DEC   D
370         JP    NZ,L5
380         RET
390
400 L1      CALL  GETBIT
410         RL    (HL)
420         ADD   HL,DE
430         LD    B,#B1
440         BIT   3,H
450         JR    Z,L1
460 A2      LD    A,L
470 A4      XOR   #1F
480         LD    L,A
490         RET
500
510 L2      CALL  GETBIT
520         RR    (HL)
530         ADD   HL,DE
540         LD    B,#B1
550         BIT   3,H
560         JR    NZ,L2
570         JR    A2
580
590 L16     LD    E,1
600 L15     CALL  GETBIT
610         LD    B,#B0
620         RL    E
630         JR    NC,L15
640         LD    (HL),E
650         INC   B
660         LD    A,L
670         ADD   A,32
680         LD    L,A
690         JR    NC,L16
700         INC   H
710         JR    A4
720
730 GETBIT  CALL  #5E3
740         JR    C,A1
750         POP   DE
760         POP   DE
```

```
770          POP  DE
780          RET
790 A1       LD   A,R
800          AND  7
810          XOR  C
820          LD   C,A
830          LD   A,#CA
840          CP   B
850          RET
860
870 BUILD    DI
880          LD   DE,#C000
890          LD   L,0
900          LD   C,32
910 L14      LD   B,8
920 L13      PUSH BC
930          LD   H,#40
940          CALL B1
950          CALL B2
960          CALL B1
970          XOR  #1F
980          LD   L,A
990          POP  BC
1000         DJNZ L13
1010         CALL L23
1020         CALL L23
1030         CALL L23
1040         XOR  #1F
1050         LD   L,A
1060         INC  L
1070         DEC  C
1080         JR   NZ,L14
1090         LD   IX,#C000
1100         LD   DE,#1800
1110         LD   A,#7F
1120         JP   #4C2
1130
1140 B2      LD   A,#E
1150         JR   A5
1160 B1      LD   A,6
1170 A5      LD   (L7+1),A
1180         LD   C,8
1190 L8      PUSH DE
1200         LD   DE,32
1210         LD   B,8
1220 L7      RLC  (HL)
1230         RLA
1240         ADD  HL,DE
1250         DJNZ L7
1260         POP  DE
1270         LD   (DE),A
1280         INC  DE
1290         DEC  C
1300         JR   NZ,L8
1310         LD   A,L
1320 A3      XOR  #1F
1330         LD   L,A
1340         RET
1350
1360 L23     LD   A,(HL)
1370         LD   (DE),A
1380         INC  DE
1390         LD   A,L
1400         ADD  A,32
1410         LD   L,A
1420         JR   NC,L23
1430         INC  H
1440         JR   A3
```

KEY DEFINE

by Thurstan Felstead

This was an odd program to look at. For a start, the accompanying 'documentation' was written on the back of a Shredded Wheat packet! And secondly the programmer signed himself '**Monsignor Thurstan S Coolman Felstead**', with an OBE crossed out. (Undoubtedly the Order of Breakfast cereal Empties!) But anyway, I loaded up the tape and found a neat Basic key define program. The program is very simple, but I reckon all programs should have key define options so I decided to include it here. Also, it occurred to me that you may not all be machine code programmers, so a pure Basic program might be of some use.

The program consists mainly of checking K$ for different values obtained via INKEY$. The program should not be too difficult to understand, which is just as well, as my Spectrum printer is on the blink and I can't give you a blow-by-blow variable description. Still, you can't win 'em all.

Basic listing 2

```
  20 REM Define keys
  30 REM
  40 REM Thurstan Felstead
  50 REM
  60 REM
  70 REM Keys are stored in
  80 REM a$ which is DIMed
  90 REM to the number of
 100 REM keys to be defined
 110 REM by changing the
 120 REM variable keyno.
 130 REM The functions of the
 140 REM keys to be printed
 150 REM on screen during
 160 REM key definition eg.
 170 REM UP, DOWN are
 180 REM stored as DATA in
 190 REM lines 700 onwards.
 200 REM An example of how to
 210 REM use the routine in your
 220 REM own programs follows.
 230 REM
 240 REM
 250 REM Example program
 260 REM
 270 GO SUB 430
 280 LET c$="You pressed "
 290 CLS
 300 PRINT AT 0,0;"Press the key
s you just defined."
 310 LET k$=INKEY$
 320 IF k$=a$(1) THEN  PRINT AT
5,5;c$;"LEFT.
 330 IF k$=a$(2) THEN  PRINT AT
5,5;c$;"RIGHT.
 340 IF k$=a$(3) THEN  PRINT AT
5,5;c$;"UP.
 350 IF k$=a$(4) THEN  PRINT AT
5,5;c$;"DOWN.
 360 IF k$=a$(5) THEN  PRINT AT
5,5;c$;"FIRE.
 370 IF k$=a$(6) THEN  PRINT AT
5,5;c$;"PAUSE.
 380 IF k$=a$(7) THEN  PRINT AT
5,5;c$;"ABORT.
 390 GO TO 310
 400 REM
 410 REM Define keys Routine
 420 REM
 430 POKE 23658,8
 440 LET keyno=7
 450 DIM a$(keyno)
 460 INK 7
 470 PAPER 0
 480 BORDER 0
 490 CLS
 500 PRINT AT 5,9;"Define Keys"
 510 FOR n=1 TO keyno
 520 RESTORE 690+(n*10)
 530 READ b$
 540 PRINT AT 10,9;b$
 550 LET k$=INKEY$
 560 IF k$="" THEN  GO TO 550
 570 LET k=CODE k$
 580 IF k<32 OR k>122 THEN  GO T
O 550
 590 LET a$(n)=k$
 600 PAUSE 1
 610 PAUSE 10
 620 PRINT AT 10,0;"
                    "
 630 NEXT n
 640 PRINT AT 10,0;"All Ok? (y/n
)"
 650 LET k$=INKEY$
 660 IF k$="Y" THEN  GO TO 690
 670 IF k$="N" THEN  GO TO 20
 680 GO TO 650
 690 RETURN
 700 DATA "LEFT"
 710 DATA "RIGHT"
 720 DATA "UP"
 730 DATA "DOWN"
 740 DATA "FIRE"
 750 DATA "PAUSE"
 760 DATA "ABORT"
```

BORDER PATTERNS

by Ben Machin and Fred O'Rourke

I liked this program from **Ben** and **Fred** (sounds like a couple of Flintstones!), partly because it was so well presented, and also because it was so frivolous. By well presented I mean that they supplied a tape, hex dump, assembly listing, a page of information about the program, and demo listing. (If all the submissions were as well presented it would make this job *so* much easier!) The demo program shows border graphic units zooming along above normal screen limits.

The routine occupies RAM from 50000-50213 and 64980-65281. The latter of the two addresses holds the interrupt handler and the vector table, whereas the first area is the border display handler. Borderprint is compatible with the 48K and 128K/+2 Spectrums. It automatically works out which computer it is running on, and modifies itself to run on the slightly faster 128K/+2 processor.

The Basic listing of the demo program below requires a few lines of modification, 'cos as it stands it doesn't load the machine code.

Basic listing 3

```
   5 POKE 50167,62: POKE 50168,0
  10 POKE 50212,1: LET A$="BORDP
RINT"
  15 RANDOMIZE USR 65000
  20 GO SUB 9999: POKE 50141,1:
FOR X=1 TO LEN A$: PRINT AT 0,0;
 INK 7;A$(X);: RANDOMIZE USR 501
31: FOR Y=1 TO 4: POKE 50141,Y:
PAUSE 3: RANDOMIZE USR 50131: NE
XT Y
  30 PAUSE 5: GO SUB 9999: POKE
50141,1: NEXT X
  40 POKE 50107,252: POKE 50141,
4: POKE 50212,0: PRINT AT 0,0; I
NK 7;A$;"
        "
  50 PAUSE 300
  55 POKE 50107,250
  60 PRINT AT 0,0; INK 7;" THE R
OUTINE ALSO CHANGES SPEED "
  65 POKE 50212,0: FOR X=250 TO
255
  70 PAUSE 100: POKE 50107,X: NE
XT X
  80 PAUSE 85
  90 POKE 50212,0: PRINT AT 0,0;
 INK 7;"  IT CAN ALSO CHANGE COL
OUR....."
 100 POKE 50167,237: POKE 50168,
95: POKE 50107,252
 105 PAUSE 950
 110 POKE 50212,1
 120 BORDER 7: FOR n=55000 TO 55
512: POKE n,3: NEXT n: LET a=552
56: FOR n=0 TO 31: POKE a,7: LET
 a=a+7: NEXT n
 130 PRINT "Simple Lowish-Resolu
tion graphicPictures+patterns ca
n be createdin the 8x64,8 colour
 'screen'."
8999 STOP
9000 POKE 50212,1: POKE 50141,1
9999 POKE 50141,4: PRINT AT 0,0;
" ": RANDOMIZE USR 50131: RETURN
```

Add these lines for full operation:

```
140 STOP
150 CLEAR 49999
160 LOAD "BLOCK1" CODE
170 LOAD "BLOCK2" CODE
180 GOTO 5
```

When you save the Basic use SAVE "demo" LINE 150. The reason for this omission was that there was a short program on the tape that loaded the CODE before the Basic demo. The hex dumps that follow can be entered using this Hex Loader:

POKE 50005, lo-byte of display file start
POKE 50006, hi-byte of display file start
POKE 50008, (1-64) amount of pixel lines to be printed
POKE 50107, (1-255) scroll speed, 255=fast, 1=slow
POKE 50141, (1-8) size of chars printed by routine 50131
POKE 50168, (1-7) ink colour of chars
POKE 50176, (1-7) paper colour of char
POKE 50212, 0=scroll on, 1=scroll off
POKE 50167,237: POKE 50168,95 multicolour chars
POKE 50167,62: POKE 50168,0 normal black chars
RANDOMIZE USR 50131 when scroll is off captures character at 0,0
RANDOMIZE USR 64980 turns the border display off
RANDOMIZE USR 65000 turns the border display on

Hex Loader

```
   5 REM **
   6 REM ** SON OF HEX LOADER
   7 REM **
  10 GO SUB 200
  20 LET a=s
  30 LET t=0
  40 PRINT TAB 0;a;":";
  50 INPUT "Line of Hex";h$
  60 IF h$="S" THEN  STOP
  70 IF LEN h$<>ch THEN  BEEP .5
,-15: PRINT "Length error": GO T
O 30
  80 PRINT h$;
  90 LET x=0
 100 FOR b=1 TO ch STEP 2
 110 LET z=FN h(h$): LET t=t+z
 120 POKE a+x,z
 130 LET h$=h$(3 TO )
 140 LET x=x+1
 150 NEXT b
 160 PRINT " = ";: BEEP .2,25: I
NPUT "Checksum:";q
 170 PRINT q
 180 IF q<>t THEN  PRINT "INPUT
ERROR!": BEEP .5,-15: GO TO 30
 190 LET a=a+(ch/2): BEEP .1,35:
 GO TO 30
 200 DEF FN h(h$)=16*(CODE h$(1)
-48-(7 AND h$(1)>"9"))+CODE h$(2
)-48-(7 AND h$(2)>"9")
 210 POKE 23609,50: POKE 23658,8
 220 INPUT "Start Address";s
 230 LET ch=16
 240 RETURN
```

Hex Dump 1

The start address of this first block is 50000, and the length is 216. Save as SAVE "BLOCK1" CODE 50000,216.

```
50000:E5D5C5F521D8D606=1353
50008:4000000000000000=64
50016:00000000001E0000=30
50024:000000000000007E=126
50032:D3FE237ED3FE237E=1252
50040:D3FE237ED3FE237E=1252
50048:D3FE237ED3FE237E=1252
50056:D3FE237ED3FE23BE=1316
50064:BE000005C26FC33A=753
50072:485CCB3FCB3FCB3F=962
50080:D3FE3A24C4FE01CA=1212
50088:B2C3B7CCBAC32124=1210
50096:C434F1C1D1E1FBC3=1562
50104:38003EFC3224C421=685
50112:1F400E000628E5CB=587
50120:162810FBE1C81E24=826
```

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```
50128:0D20F121004011D0=616
50136:D70E08C50E040608=466
50144:7E17DAF6C3C3FEC3=1452
50152:1310F60DC2DEC3C1=1098
50160:240DC2D8C3C9F53E=1165
50168:0012F1C3E8C3F53E=1188
50176:0712F1C3E8C33A6E=1056
50184:38FEDDCA1AC43EDD=1238
50192:328FC33E2B3290C3=882
50200:F8C93E8E328FC332=1142
50208:90C3F8C9FC000000=1043
50216:0000000000000000=0
STOP
```

HEX DUMP 2

The start address of this first block is 64980, and the length is 48. Save as SAVE "BLOCK2" CODE 64980,48.

```
64980:F33E3FED47ED56FB=1250
64988:C900000000000000=201
64996:000000002100FE7C=411
65004:01FD00712310FC71=783
65012:F3ED47ED5EC306C4=1279
65020:00C350C300000000=470
65028:0000000000000000=0
STOP
```

I haven't bothered to give you the assembly listing for three reasons: 1) There were no comments anyway, 2) It would have taken up space, and finally, 3) Disassembling code is a good way to learn about it!

The authors add this small note: "If this routine is published in *Program Pitstop*, please mention that readers can use it in their own programs, but not in any commercial or published programs/games. Thank you." Well, thank YOU, Ben and Fred.

ROUND OFF

by Paul Taylor and Carl Whitwell

This letter must have taken a while to reach me 'cos it was addressed to *Task Force*! But I'm going to print it anyway, 'cos it gives us two useful rounding functions. Function one rounds off a number to the nearest integer and takes account of numbers such as 2.5 where it gives a result of three. The functions should be included in your programs like this:

```
100 DEF FN r(v)=INT v+CODE
CHR$ (v-INT(v))
110 DEF FN p(v,n)=FN r(v10^n)/
10^n
```

Function two, which uses Function one, rounds off a number to a required number of decimal places. Have a butchers at the examples below:

Command	Output
PRINT FN r(2.4)	2
PRINT FN r(2.5)	3
PRINT FN p(123.0678,3)	123.068
PRINT FN p(123.0674,3)	123.067

These routines should speed up development of almost any program which uses lots of floating point maths, and needs to round off numbers. Yes, at last you can write that Basic spreadsheet program you've always dreamed of...
(*Oh brother! Ed*)

The only listing I received was this assembly listing, so rather than work it out as a hex dump (argh! all those swirling bytes!), I am setting this month's challenge to improve the screen packing of this routine. You can write your own one from scratch if you want. Send these and any other brilliant programs and routines to: Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

That's it! See you soon!

Screen Compress

Here is a fairly simple screen compression sub-routine from **Luca Rasca**. It scans through your screen and stores a compressed version at 5000. It does this by taking note of all the zeros and recording how many it finds. Since it scans across the screen it doesn't find 255s which are frequently as common as zeros. But here it is:

Assembly listing

```
10          ORG   40000
20 COMP     LD    HL,16384
30          LD    DE,50000
40 LOOP1    LD    A,(HL)
50          AND   A
60          LD    (DE),A
70          JR    Z,ZERO
80          INC   HL
90 CONT     INC   DE
100         LD    A,91
110         CP    H
120         JR    NZ,LOOP1
130         RET
140 ZERO    LD    C,A
150         INC   DE
160 LOOP2   INC   HL
170         LD    A,91
180         CP    H
190         LD    A,C
200         LD    (DE),A
210         RET   Z
220         XOR   A
230         CP    (HL)
240         JR    NZ,CONT
250         INC   C
260         JR    NZ,LOOP2
270         JR    CONT
290
```

```
10          ORG   40000
20 EXPAND   DI
30          LD    DE,16384
40          LD    HL,50000
50 LOOP3    LD    A,(HL)
60          AND   A
70          LD    (DE),A
80          JR    NZ,RICONT
90          INC   HL
100         LD    B,(HL)
110         CP    B
120         JR    Z,RICONT
130 LOOP4   INC   DE
140         LD    (DE),A
150         DJNZ  LOOP4
160 RICONT  INC   DE
170         INC   HL
180         LD    A,91
190         CP    D
200         JR    NZ,LOOP3
210         EI
220         RET
```

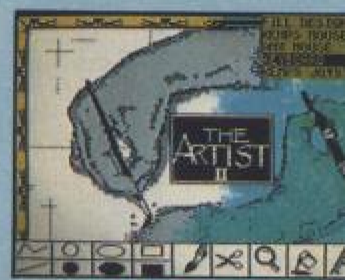
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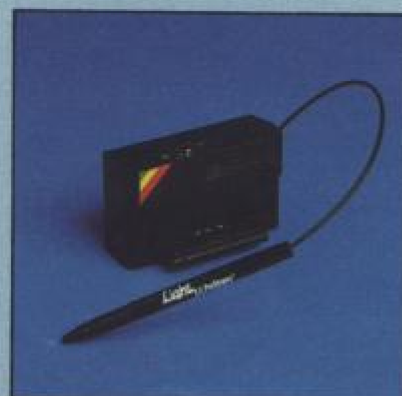
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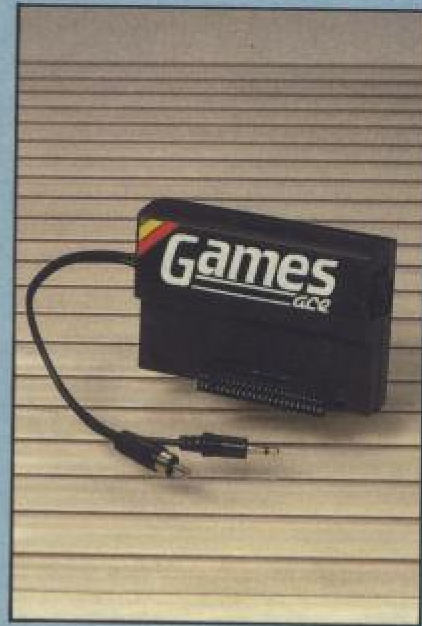
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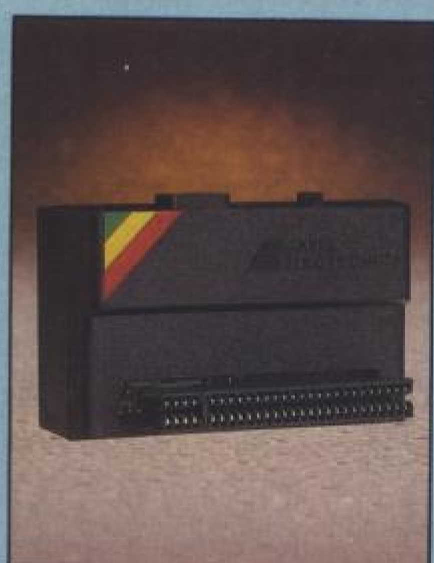
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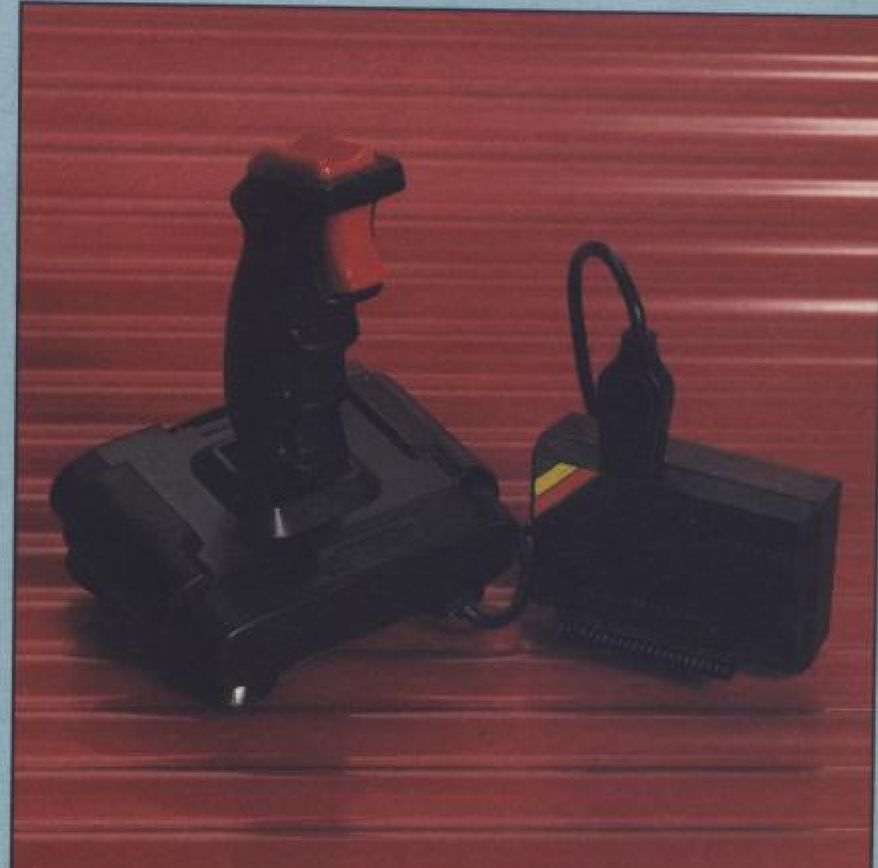
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WANTED



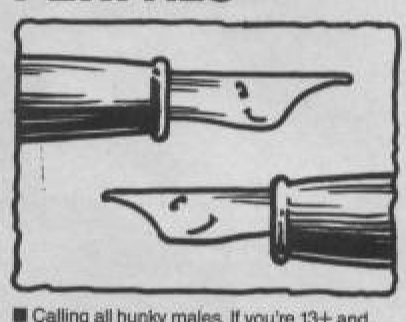
■ Will swop *Indiana Jones, Jailbreak, Top Gun, Supersoccer* for *Winter Games, Jack The Nipper II, Bastard* and *Enduro Racer* or one-for-one. Write to: Nicholas Bardury, Somerset Inn, Preston Road, Yeovil, Somerset BA21 3AA or phone (0935) 75391.
■ Will swop *Green Beret* for *Dan Dare, Infiltrator* for *Vera Cruz Affair, Impossible Mission* for *Bismarck* and *Battle Of The Planets* for *1942*. Originals only please. George W. Swan, Bon-Accord, 1 Montfield, Lerwick, Shetland Isles, ZE1 0QB.
■ Will swop *Rebelstar, Sold A Million 1 & 3, F. Bruno, Airwolf, Bombjack, Mikie, Glider Rider, BMX, Ollie And Lissa* for *Enduro Racer, Barbarian, Sold A Million 2, Tai Pan, Slap Fight, Rock And Wrestle*. Write to: Patrick Considine, 54 Sheelin Road, Caherdavin Park, Limerick, Ireland.
■ *Strike Force Harrier* and lots more games to swop like *VU-3D, Terminos, Critical Mass, Saboteur, T.P. Genus, Turbo Esprit, Combat Lynx, Zip-Zap, Starter Pack, Chequered Flag*. Write to: Mark Leonard, St. Patrick Street, Bally Bay, Co. Monghan, Eire.
■ Wanted: Volex, TTX 2000S teletext, adaptor. Will swop for games including *Brian Clough's Football Fortunes, Paperboy, Indoor Sports*, other software available. Phone John on (0908) 675229.
■ Wanted any POKEs, hints, tips or material of any form to print in a magazine-specute. Send to 354 The Esplanade, Island Ray, Wellington, 2, New Zealand, Thanks.
■ Wanted! *Barbarians 48k*. I've got over 250 games to swop. Your list for mine. All letters will be answered. Please write to: A. Karlson, Baggholms Vägen 3, 68630 Jakobsstad, Finland.
■ Wanted: *Elite* will swop for *Avenger, Kick Boxing* and *Sai Combat*. Write to: C. Drumm, 17 Grace O'Malley Road, Howth Co. Dublin, Ireland or phone 391010 after 4pm please.
■ ZX printer wanted for £15 or less. Phone (0525) 371330. Ask for Benjamin.
■ Cheap computer wanted. Spectrum preferred but anything considered, even damaged. I also require peripherals, especially a printer. Phone (0287) 43858.
■ Wanted very good condition Opus discovery, swop for *Specdrum, Space Harrier, Firelord, Uridium, Renegade, Artist* and £20 cash. Write to: 37 Garfield Road, Scarborough YO12 7LJ. Hurry! Name is Vince.
■ Wanted: *Artist II 128k* swop for *Danger Mouse* and *Electra 9000*. Also any other art program for *Electra 9000*. Write to: D. Meek, 4 Exeter Crescent, North Wootton, Kings Lynn, PE30 3RN.
■ Wanted: *Renegade*, will swop for *Road Runner* or *Army Moves*. Also wanted *Art Studio* for *T.P. Genus + Acro Jet* or just *Barbarian*. Phone Preston 814738 after 6.15pm. Ask for Jonathan.
■ Wanted Alphacom 32 + paper. Swop *GAC* or *Shadow Of The Unicorn*. Also, I want to swop games, utilities, machine code routines etc. Write to: David Cox, 36 Winyates, Orton Goldhay, Peterborough, PE2 0RF.
■ *Aliens* wanted urgently, I have all new games including *Game Over, Arkanoid, Bota, Nemesis, Head Over Heels*, if you are interested, phone Robin on (0274) 563311.
■ Needed urgently software for 48K Spectrum which can either translate or teach German. Phone Lincoln (0522) 810493 or write to Keith Borrill, 1 Overton Close, Navenby, LN5 0ES.
■ You! I want *PAW, GAC*, in fact any adventure. I have games to swop, so hurry up and write to Paul Gray, 16 Lombard Drive, North Lodge Est., Chester-le-Street, Co. Durham DH3 4BD.
■ Spectrum utilities to swop. Anyone interested? Phone (0752) 702749 after 7pm ask for Nick.
■ For sale, *GAC* £5 or swop for *Starglider, Dragon's Lair, Gauntlet, Tai-Pan* or *Sentinel*. Phone (0873) 831131 and ask for Jason after 4pm.
■ Swop *Skooldaze, Starquake, Jack The Nipper, Colony, Great Escape, Cauldron, Wolfan, Ollie & Lissa* or *Adrian Mole* for *Agent X, Glider Rider, Enduro Racer* or *Death Star Interceptor I*. Phone Chris on (0382) 642330.
■ Will swop my *War* and/or *Never Ending Story* for your *FA Cup 87* and/or *Premier 2*. Write to: Robin Cannon, 2, Westerton Drive, Bridge of Allan, Stirling FK9 4EX.
■ Will swop *Stifflip, Ninja Master, Hyperball* and *Ghostbusters* for *Barbarian* and *Tai-Pan* write to: Darren Lunn, 67, North Kelsey Road, Aistor, Lincoln LN7 6QN.
■ Swop my *Konami's Wolf* for your *Wizball, Nick Faldo's Open* for *Fat Worm, Angleball* for *Chaos*. Also my *Spy vs Spy* for your *Rana Rama*, contact Gregorius Bob, 21, Holburn Road, Aberdeen, AB1 6EY.
■ Wanted software and POKEs for my 48K Speccy, send your list to Bezemer F.J. Stoutstraat 7d, 3042 RA Rotterdam, Holland.
■ Wanted either *Nemesis* or *Gauntlet* for *Hyperbowl, Spacewalk, Chess, Stonkers* and *Dayley's Decathlon*. Phone (0272) 829275 and ask for Simon. Hello everybody!
■ ZX printer wanted will pay £15 for a good working one with paper and manual. Phone Darren on (061) 7755303 between 4pm and 6pm.
■ Wanted Interface I. Will swop for any eight: *Heartland, Gunrunner, Arkanoid, Six-Pak, Lightforce, Spindizzy, Shadow Skimmer, Fatworm, Deepstrike, Aces, Dandy, Mantronix* or *Impossible Mission*. Preferably including instructions. Phone Des on (06937) 38754.
■ Wanted: *Dummy Run, Monty On Run, Everyone's A Wally*. Phone Alasdair on (041) 7792025. By the way Beastie was right, I do fancy Audrey Wilson.
■ Wanted urgently *Little Computer People 128*, will swop for *Zynaps*. Also wanted *Exolon, Killed Until Dead, Sentinel, Shockway Rider, Arkham Manor*, other 128K compatible games. Send your list for mine. Gordon Denson, 38 Millbrook Road, Newall Green, Wythenshawe, Manchester, M23 8XH.
■ Wanted microdrives and Interface I. Will swop good 40 channel CB handset with rechargable batteries + charged and or cash exchange. Please phone (0665) 603627.
■ Wanted multiface 128. Will swop for *Elite, Top Gun, GAC* and *Their Finest Hour*. Write to: Gordon Craig, 11, Stronvar Drive, Glasgow G14 9AR.
■ 128K only Opus disk drive will swop for a DK'tronics light pen and 30 £9.95 games and a Duel joystick interface plus seven 128K games. Please phone 01-708 3823 ask for Tan.
■ Urgently needed, Multiface 128K. Must be in good working order. Will swop for Timex printer + paper or £20 cash. Phone Barry on (0935) 74402 after 6pm.
■ Interface I wanted, working or not working. Phone (0869) 244124 after 5pm.
■ Wanted 128K Spectrum, (not +2) joystick and interface (any type) will pay up to £100 or swop for 48K Speccy and £200 of software. Phone (0740) 53607 and ask for Wally.
■ Printer and serial lead for Spectrum 128+2. Anything else to make a word processor. Low price please. Write to: David, 122 Welbeck Crescent, Troon, Ayrshire KA10 6AW.
■ Wanted *Artist II* will swop for any two *Exolon, Bombjack II, Space Harrier*. Phone Newcastle upon Tyne 4569026. Hurry!!
■ Wanted microdrive cartridges and alphacom 32 printer paper. Will pay cash or swop for latest software. I've got lots of titles. Send your list for mine. All letters answered. N. Mokes, 25 Acacia Avenue, Kingshurst, Birmingham B37 6AG.
■ Needed decent Dot matrix printer or alphacom. Must be in good working order, serial or R5232. Sensible prices. Robert Morton, 25 Trelawney Gardens, Pensilva, Liskeard, PL14 5PL.
■ Wanted printer suitable for 48K Spectrum. Please phone (0455) 635731. Thank you. Ask for Paul.
■ Wanted Spectrum 48K or plus. Will swop for Raleigh Mag – Burner spectrum. Must be in good condition. Phone Saltash 4917 or write for full details to S. Skelton, 1 Valley Road, Saltash, PL12 4GT.
■ I will swop *Laser Basic, The Writer, GAC, Sam Fox, Strip Poker, Silent Service* any three for a 128k+2 printer. Any four for a mouse, any 1 for *Specdrum* or lightpen. Write to: M. Soper, 82 Lime Tree Avenue, Crewe.
■ Any multiface wanted. Must be in good condition. Will pay up to £20 depending on model. Please phone Daniel on 01-274 5244.
■ Wanted Multiface 128 and Ram music machine for 128. Must have instructions. Have latest games to swop, eg *Exolon, Avengers, Hades Nebula*. Please write to Richard Davies, Crubbin Ballyroan, Portlaois, Co. Laois, Eire.
■ Wanted Multiface 128 in fully working order with manuals. Will swop for *Gauntlet, Paperboy, Super Soccer, Arkanoid, Auf Wiedersehen Monty*. Also swop *Glider Rider* for *Spy Hunter*. Write to: Mark Fossey, 215 Fox Lane, Palmers Green, London N13 4BB.

MESSAGES, CLUBS & EVENTS



■ The Israeli team is born! We specialise in swopping games and hacking, so contact us immediately! Write to the Nightman, Freaky or The Terrorist, c/o Gilad Japhet, Ramat Motza, Jerusalem, Israel.
■ Sinco software 1987, Connection software, Re-play, Zig software are all members of IGEG, coming to a computer near you. Phone (0743) 850787.
■ Wanted 48K Rubber Key or Spectrum+, working or non-working. Will pay good money or swop for software, or both. Also any hardware wanted. Write to: Shayne O'Neill, 14 Glebe Crescent, Mullaghconnor, Dungannon, Co Tyrone, N. Ireland.
■ 17 year-old adventure writer striving to produce atmospheric games on GAC, looking for males/females wanting to form company in same vein as essential myth. Anybody interested? Write to: Patrick Butler, 3 Willes Road, Leamington Spa, Warwickshire, CV32 4PP (write with details of interests and experience).
■ For sale 50 Spectrum magazines. *Your Sinclair, Crash, Sinclair User*, very good condition £15, + P+P ono. M. Cruickshank, 37 Glenisla Court, Rattray, Blairgowrie, Perthshire, Scotland PH10 7AX.
■ Adventure gamebook aid, no more need for pen, paper or dice, just a Spectrum and gamebook. Send sae + £1.50 for a cassette fo AGA, 52 Hill Croft, Loughton, Essex, IG10 2PS.
■ *Spectra-vision* is the latest magazine on tape. It includes computers and much more. For your first issue send a sae together with 80p to 136 Pringle Road, Brinsworth, Rotherham, S60 5AZ.
■ 50 POKEs, maps, solutions, great value at only £2.50. Write to KCM, 3 Hazel House, Maitland Park Road, London NW3 2HB.
■ *HIT* monthly. The new tape-based magazine for the Speccy. Just send £1.00 plus sae or just £1.50. First two senders get 50p off next issue. D. Mash, *HIT* Monthly, 42 Exeter Crescent, Kings Lynn, PE30 3RA.
■ To my lump of lard. I'll be your dawg! If you let me. Love Martini xxx.
■ Volex, TTX 2000S teletext adaptor. Will swop for wafadrive, Cheetah sweet talker, *Great Escape, President* and *Stainless Steel*. Write to G. Sparkes, 32 Osborne Road, S/Park Avenue, Norwich, NR4 7BN.
■ Mark, I hope you enjoyed your wedgies from Ali. And class 2A, Happy New Year. Ben Cowdall.
■ BUGSWAT will solve your Basic/MC problems. Cost 50p, inc. P+P. No cassettes please. Sorry, no refunds if no solution found. Write and send cash to BUGSWAT, 86 Powell Ave, Marton, Blackpool, FY4 3HH.
■ Members wanted for Gravesend Computer Club. Every Thursday at Tennents Hall, Whitehill Lane, Gravesend at 7.30pm. For new contacts for swopping software or working in groups. All welcome.
■ PBM win the league title. A brand new football management game, where only the best win cash prizes, starts soon. Sae 9"X4". To: FDS, 85 Fortescue Road, Colliers wood, London SW19 2EA.
■ POKEs, POKEs, POKEs, over 80 POKEs for use with Multiface or similar interfaces send sae and cheque for 60p to Mark Bartlett, 8 Highworth Way, Tilehurst, Reading, RG3 6GP.
■ Hello Hazel, hello Brenda. Smile at me now and again. Love Lez.
■ Multiface magazine, instant access, has 100+ games poked, plus hacking for beginners. Issue two only £1 from Catherine Redgrave, Dept. YS, 30, New Barton Street, Salford, Manchester M6 7WW.
■ Anything to do with software or any other subject from Aussie or New Zealand. Please write to Specute with a view for publication. Thanks. XLNC, 91 Onepu Road, Lyall Bay, Wellington, New Zealand.
■ Orthenia's tears the PBM zine for the Sinclair for free start-up send sae to Chris Park, 210 Admirals Way, Southbrook, Daventry NN11 4LH.

PENPALS



■ Calling all hunky males. If you're 13+ and into U2 and Dire Straits, write to: Carole Burke, 14 Summerhill, Drive Clonmel, Co. Tipperary, Eire. *(And me! Ed).*
■ Anybody interested in Drum Corps? I march with a top corps. Male or female, any age from anywhere, I am 14 years old. Please include a photo. Get writing to Ian Hamley, 150 Wimperis Way, Great Barr, Birmingham, B43 7DG.
■ Kelly, you don't know how much you mean to me. I just hope that it can work out for us both! I love you. Love Nick Owen K.L.B.
■ I am a 15 year-old boy who seeks pen-pal girls or boys, to talk about the world, games, computers, POKEs and a lot of other things. I will be waiting for you, Noushad Husain, 18, Pelewura Way, Apapa, Lagos, Nigeria.
■ Great guy looking for a great human (male or female). I have a Spectrum 48. Write to me: Alex Keerie, 102, Hall Park, Burneside, Kendal, Cumbria LA9 6RE. Age 13-14.
■ Two boys want two girls preferably 48K owners, age 13. Scribble to us at, 4, Ramsay Place, Penicuik, Midlothian, Scotland. Please send photo. Thanks. David and Alistair.
■ 14 year-old male wants pen-pal 14-15 years, Spectrum owning female, other interests pop music, football and having a good time. All letters answered. David Daines, 23, Oldfields Road, Sutton, Surrey, SM1 2NB.
■ Spanish boy, 16 years-old, would like a female pen-pal of 15-17. I like sports and music. All letters answered. Please send photo. Write to Jose Miguel Arroyo Morollon, Paseo de Los Melancolicos 49-1B, 28005 Madrid, Spain.
■ 16 year male looking for extremely attractive 15-17 year-old female. I'm interested in computers and wild parties amongst other things. *(Disgusting! Ed)* Enclose photo and write to Paul Sandford, 32 Campden Crescent, Dagenham, Essex, RM8 2RR.
■ Pen-pal wanted for correspondence. Male or female 13-15. Interests are swimming, fishing, computers and swopping games. All letters answered. Write to Paul Waldron, Athleague, Roscommon, Co. Roscommon, Eire.
■ 17 year-old male, seeks attractive female 14+, from anywhere. Please write to Richard Hawcroft, 7A, Searness Road, Middleton M24 4JN.
■ 21 year-old male, 48K owner is looking for pen-pals any ages to swop games, POKEs etc. Please send photo to M. Awad Mbrok, P.O. Box 3414, Medina, Saudia Arabia.
■ 18 year-old male seeks female pen-pal of similar age from anywhere in known universe. Interest are reading and listening to music (like Ultravox, Heart). Please send photo if possible to Finlay McLellan, 55, Hamilton Drive, Bargarran, Erskine, Renfewshire PA8 6DA.
■ I'm a 22 year-old male who wants to write and swop games with anyone who owns a Spectrum and/or C-64, similar age not essential. Mr Stephen Robinson, 272A, Church Road, Northolt, Middlesex, UB5 5AW.

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HARDWARE

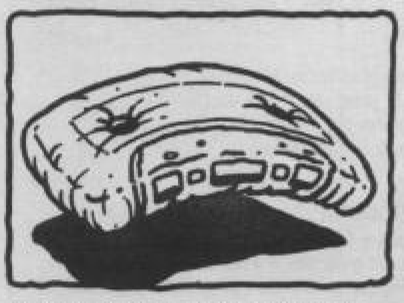


■ Wafadrive with eight wafers plus music-centre, dolby cassette etc. Swop for Sinclair mini TV or any other pocket TV. Write to Mark Abbott, 113 Valley Road, Carlton, Nottingham NG4 1NE.
■ Spectrum 48K Kempston interface with built-in reset button + quickshot II joystick, about £175 of software, Ferguson data recorder, mags, swop for C64 or sell £100. Phone (0207) 506027 evenings 4.30pm-5.30pm, ask for Kevin.
■ ZX Spectrum, recorder, quickshot II joysticks, switchable interface, manual and 30 original games including *Leaderboard*, £100 the lot. Phone Neil on 4275522 (Merseyside).
■ For sale m/drive, Interface I, + eight cartridges, two months old, cost £100 will sell for £45 ono, also data recorder cost £30, sell for £15. Write to: Richard Dean, 49 Windmill Avenue, St. Albans, AL4 9SJ. Please include sae for quick reply.
■ Spectrum+, turbo interface, joystick, cassette recorder and eight original games. All in mint condition. Phone 01-639 3872 anytime and ask for Lewis. Price only £90 ono.
■ Spectrum 128+2 with two joysticks, games including *Hit Pak 6*, loads of mags, all four input books and cleaning set, cost £170. Phone (0782) 625249, ask for Simon.
■ On/off switches for any Spectrum, send cheque/PO to J.L. Richardson, 12 Leigh Road, Buglawton, Congleton, CW12 2EG. Price £4.95 post free.
■ Spectrum 48K includes disk drive, interfaces, joystick, mags, recorder, carry case and lots of software, like *Renegade*, *Indy Jones*, *Exolon* etc. All worth £1,200, sell for £100! Phone 01-998 2440.
■ 48K Spectrum, fuller keyboard, Interface I and two Alphacom printers, cassette recorder, microdrive unit, VTX modem, games, cartridges, mags, cost £175 ono. Phone (0707) 57101.
■ Spectrum+, music machine, joystick, lightpen and 48 games, including *Elite*, *GAC*, *Trivial Pursuit*, *Gold Collection*, *Fist*, worth over £500, accept £250 can split. Phone Rich on (091) 2914 after 6pm (Ripon).
■ Spectrum 128K, Alphacom 32 printer + games. £100 ono, phone Steve 01-902 0427, Mon-Fri 4pm-6pm or write to Steve Wong, 100 St. Johns Road, Wembley HA9 7JN.
■ CBM 128 + joystick, FCII and over 20 games, including *Nemesis*, *Kung Fu Master* and *Game Over*. Swop for 48K Speccy and Disciple + 800K disc drive (5¼" only). Phone Scott on 0634-579603 (everything must be in perfect working order).
■ Spectrum+ for sale, joystick, Ram turbo interface, over 100 games eg. *Hypersports*, *Trivial Pursuit* and lots more. Phone 01-993 3204. Good deal!
■ For sale: ZX Spectrum 48K, Interface I, microdrive, three cartridges, Multiface I, Comcon program interface, two competition joysticks, all leads and manuals £145. Phone Paul on Llangollen 860339.
■ Spectrum 48K, Saga I keyboard, Multiface I, joystick, SpecDrum, Beta+ disk interface, disks for 80 track drive, cassette £190 ono. Write to: Gary Lodge, 32, Yewtree Road, Roby, Liverpool L36 5UQ.
■ For sale: Spectrum +2, few months old vgc also £100+ worth of software and joystick, will sell for £200. Software includes *Starglider*, *Tai Pan*, *Gauntlet*, *Amaurote* and *Stormbringer*. Graeme Love, 18, Meikleholm Side, Langholm, Dumfrieshire, DG13 0PN.
■ For sale: Spectrum+, Kempston interface, Quickshot I joystick. User manual. Cost £100. Phone (0298) 812994 after 6pm ask for Mark.
■ Spectrum 48K, Alphacom printer, Currah speech, Kempston interface, joystick, quickshot, cassette recorder, lots of software and books. Worth £400 sell for £175 or swop for good hi-fi. Phone (078574) 358 after 6pm, ask for Luke.
■ Spectrum 127K+2 alive and working all leads £70. Phone Mark Bryant at 772436 day, 763231. (Redhill).
■ Spectrum printer for sale, CPA-80+ never been used, worth £220 will sell for £130 ono, will chuck in interface as well. Phone Cley 740947 after 6pm, ask for Darren.
■ *Your Spectrum* issues 1-21 complete with binders. *Your Sinclair* issues 1-22 complete with binders. All in immaculate condition, any reasonable offer considered. Phone (091) 5657807 and ask for Maxwell Clark.
■ For sale Spectrum 128K/+2, joystick, thermal printer with A4 paper, loads of software including *Starglider*, *Great Escape*, *Trivial Pursuit*, *Six-Pak*, *Ace*, only £200. Phone Gaz on (0455) 92145 after 4.30pm.
■ 128K Spectrum, software and hardware £120 ono, send for details. E. Lutman, 11 Rebecca Court, Highview Road, Sidcup DA14 4EQ.
■ Spectrum 129K computer for sale; tape recorder, interface joystick and over £200 worth of games including *Starglider*, *Wizball*, *Enduro Racer*, sell for £180. Phone Paul after 4pm, (031) 4497208.
■ Spectrum+, data recorder, turbo interface, three joysticks, + over £500 worth of games. Also, tons of computer mags and manuals, whole lot worth over £800. Sell for £180. Wotta bargain! Phone 0452-47990.
■ Spectrum, cassette deck, joystick, double interface, Multiface I, 120 games, 119 mags in binders. All for £350. No offers. Write to: J. Russell, 95 Woodside Avenue, South Benfleet, Essex SS7 4NU.
■ For sale Spectrum 48K with interface, tape recorder and over 100 original games including *Elite*, *Aliens*, *Saboteur II*, and lots of mags for only £150. Phone Bristol 32301. Mr P Ireton, 1 Ellcombe Rd., Longwell Green, Bristol, Avon.
■ Spectrum 48K, joystick Kempston interface and many games including *Game Over*, *Gauntlet*, *Paperboy* and *Metrocross*, cassette recorder is included, £95. Phone 01-941 2295.
■ 128K+2, under guarantee, Kempston mouse, *SpecDrum*, Cheetah joystick, all boxed loads of mags, recent software, good condition, worth £450, sell for £250 ono. Andrew Rea, 59, St. Leonards Road, Wolborough Newton Abbot, TQ12 1JY.
■ For sale, Spectrum 48K+, with £200 worth of software, interface and Konix speedking joystick. Asking price £100 ono. Phone (0740) 53607 and ask for "Wally".
■ Spectrum+ and Rotronics wafadrive + three wafas, Currah speech synth., Alphacom printer + two rolls of paper + power supply, £35. Phone Seon 0436-71181. S. Smyth, 67 East Princes St., St. Helensburgh G84 7DG.
■ Spectrum+, Interface I, microdrive, 20 cartridges, parallel printer interface, spectra comms pack, plus loads of games. £200 ono. Phone (091) 4109601 after 6pm.



Hard-up for hardware? Short on software? Need a biro buddy? Look no further — you'll find it here in *Input Output!*

SOFTWARE



■ Wanted *Elite*, swop for *Paperboy*, *Aliens*, *Revolution*, *Road Runner* or *Rambo*. Take your pick, phone Corby 203676 and ask for Ashley, only original *Elite* game, my games are originals.
■ Wanted: Multiface 128. Will pay £20 + 100 or recent software. Write to Scott Turnbull, 7, Carron Ave, Belfield, Kilmarnock, Strathclyde, KA1 3NF.
■ Wanted desperately — *Kung Fu Master*, swop for any one of *Batman*, *Sweevo's World*, *Gift From The Gods*, *Softaid*, *Chuckie Egg*. Phone (0249) 814439 after 4.30pm or write to 'Homelea', Church Road, Derry Hill, Nr. Calne, SN11 9NR. Must be originals.
■ *Elite*, *Starglider*, *Old Games* or compilations. Swop with *Art Studio*, *Gauntlet*, *Terra Cresta* and others. Write to: Mark Balaam, 52 Turner Road, Ipswich, IP3 0LX. Phone (0473) 713192.
■ Wanted *Miami Vice* by Ocean will swop for one of: *Frankie*, *Heart Lane*, *Scalextric*, *Fist II*, *Gun Fright* or *Avenger*. Contact Russell Bibb, 206 Brn Lane, Olton, Solihull, W. Mids.
■ Wanted Alphacom 32 or ZX printer swop for *Arkanoid*, *Popeye*, *Terra Cresta*, *Trivial Pursuit* and *Gamestars Sports Pack* must be in good condition. Phone Richard on (0603) 53210 after 5pm.
■ Wanted: Volex TTX2000S Teletext adaptor. Has to be in very good condition, will swop for my Microdrive and Interface 1 (with instructions). David Skirrow, 8 Trinity Ave., Sale, Cheshire M33 3ED.
■ Wanted: 3" disk drive in good condition also world games, *Short Circuit* and *Match Day*, any offers? Write to S. Ormston, 96 Stourvale Road, Southbourne, Bournemouth, BH6 5JB.
■ Wanted: A Sinclair pocket TV in good working condition will swop for *Green Beret*, *Deep Strike*, *Transformers*, *Sweevo's World*, *JSW*, *Nightmare Rally*, *Trailblazer* and *Pole Position*. Phone Douglas on (04665) 443 NOW! After 6.30pm.
■ Software for sale 50p to £4. Lots of new titles, sae for list, write to Martin O'Connor, 56 Whittington Hill, Old Whittington, Chesterfield S41 9HA.
■ I have over 400 titles to swop. Send your list and terms, all letters answered. Oscar E. Macia, Billinghurst 1565 — 2G, 1425 Capital Bs.As., Argentina.
■ Will swop *Mikie*, *Imposs. Mission*, *Winter Games*, *Zoids*, *Matchday*, *Helm*, *Subsunk*, *Empire Fights*, back for microdrive, Interface 1, all leads and manuals. Other choices available. P. Bilton, 46 Acre Road, Middleton, Leeds, LS10 4EF.
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A SPECIAL MESSAGE TO ALL THOSE PEOPLE WHO HAD A SINCLAIR COMPUTER FOR CHRISTMAS

(and those who have had one for years)



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BACKSTABBIN'

Gypsy Rose Minson asks you to cross his palm with silver (£50 minimum) while he gives you the shape of things to come (Rectangular? Long, thin, with wibbly shapes on the end?) in 1988. Or possibly not . . .

It was New Year's Eve in Castle Rathbone. I've no idea what I was doing there . . . gee, that must have been some Christmas Party! Still, a time for remembering (like how I got here and what I'd done for the last week) and for looking forward.

What had T'zer said to me, just before she left? "You filthy pervert!" No – before that? I know. "Why not do your predictions for next year?" Well, sweetie, I ain't got no crystal ball, see. Still, I'm no Old Bore. Old Moore they call me. (Or in T'zer's case, "More, more!") So stand aside as 1988 gets almanackered!

January: At last, a chance to play all those Christmas computer games. No, not the ones that you got from Santa but the ones that arrived just too late for Christmas, owing to (quote) " programming problems". Imagine your disappointment when you discover that they were completed in a rush on Christmas Eve – "so as not to spoil the Festive season" – and most of them crash five minutes after loading!

February: This year is a leap year. For that reason we shall skip February.

March: Following the million made by *Not a Penny More, Not a Penny Less* (Who Penny? J Archer), Domark announces another licensing coup. "It's the best seller to end them all," exclaims debonair Mark Strachan, his bow tie lighting up with excitement. "It's got everything. Sex, violence, family feuds, adventure." But plans to turn *The Bible* into an arcade adventure collapse when author Mike Singleton argues with God over which of them is more divine. God loses.

Blind Date

The Dom-Doms do score a success with their TV Games label though – they've licensed Cilla Black's *Blind Date*. The winner gets to go out with the computer of their choice and Domark predicts big sales among trainspotters. Everyone else plucks their eyes out!

April:

*'Spring is here, a young man's fancy
Turns to thoughts of naughty Nancy!'*
– Anon

Receive a press release from CRL. 'After the success of *Frankenstein, Dracula, Jack The Ripper, Kev The Kipper* and *Abbot And Costello Meet The Software Nasties*, CRL has signed a major licensing deal for a controversial new Sport simulation.'

Reading on I discover that the Sport in question is *The Sunday Sport*, the only rag to make *YS* look intellectual. I quiz the ever-boyish Clement Chambers about his new project. "It's a joystick jiggler," he explains. So am I, at times, but I don't brag about it.

Bonking

"We were going to call it *Bonking*, but we thought that was a bit crude, so instead we've chosen *Knoc* . . . " Unluckily, Clem is cut off because the British Board of Software Censors rules that you have to be a lot, lot older than I am to talk to him!

Spring also heralds the new cricket season and the office resounds with the crack of willow against leather – though quite why Dr Berkman wears those buckskin underpants I've never fully understood! (*I say, that's not cricket! Dr B.*)

May: Slowly the grass turns green again. Birds sing in the trees and clouds scud across the sky. Little lambs are bounding round my feet – which is strange because I'm in Castle Rathbone's local.

But this is also the season when we see the first fruits of computer companies, sprouting through the earth. Or rather we don't see them. Sir Clive Sinclair (TM – Amstrad plc) announces that his new micro will be called the Z89, giving him 19 months before it's past its sell-by date.

The problem with the extremely powerful portable appears to be one of finding somebody who can peddle it. Eh? Further research reveals that it's an Amstrad PC stuck on the back of a surplus C5!

June: T'zer keeps rabbiting on about holidays and how she never gets any. (*Or holidays! Ed*) She says she'd love to do some topless sunbathing. A queue forms to decapitate her!

On a more romantic note, Rachael decides to tie the knot. Unluckily it's in Gwyn's neck!

Rumours

July: More hardware news. Interesting rumours about a new Spectrum. Phone Alan Sugar on my Amstrad mobile phone (the one which you have to put 10p in the slot). "Do what, guv? New computer? Not on this barro'! But maybe you want a music centre? Don't like the CD? We can make the ordinary turntable sound worse then, so it don't seem so bad."

I take this denial as a confirmation, and sure enough another publication fills its cover with a hastily drawn doodle of the Plus Four, which includes a tape deck, disk drive, 20 meg Winchester, CD ROM and attribute clash, all for £149.95. This is promptly dropped to 25p immediately you've bought one!

However, we both got it wrong. The Plus Four turns out to be a pair of golfing trousers which include a PC, designed for the businessman who likes to keep his 5¼" floppy to hand. The only thing we were right about was the attribute clash – which explains their garish pattern!



Illustration: Nick Grant

August: It is with great sadness we announce the demise of Philip (pronounced Full-Up?) Snout. We regret to say that his end, when it came, was not particularly fast or painless.

Snouty was taking his annual holiday in a sweet factory when he stumbled and fell into a vat of molten chocolate. He was persuaded to get out at five o'clock but returned the next morning and drowned sometime after lunch. His last words were, "Where's the tub of orange and herring cream filling?"

September: Oh God! It can't be! Yes it is, The PCW show is here again. Following a year in which the major labels have bought up all the small software houses, they proceed to dine on each other, until there is only one vast company left. Its stand is actually bigger than Olympia.

Funny Outfit

In keeping with the trend started in 1987 there are no games on view but there are videos, arcade machines and people dressed in funny outfits. Everyone is talking very excitedly about the next generation of computers, which is fine until you realise that a *Jet Set Willy* clone is a *Jet Set Willy* clone whether you play it on an Acorn Archimedes or a ZX81!

October: October is an extremely boring month when absolutely nothing ever happens. It was hardly worth writing this much about it.

November: After 50 glorious years (*And it don't seem a century too long, Staff*) *YS* Publisher Kevin 'Kippers' Cox has finally retired.

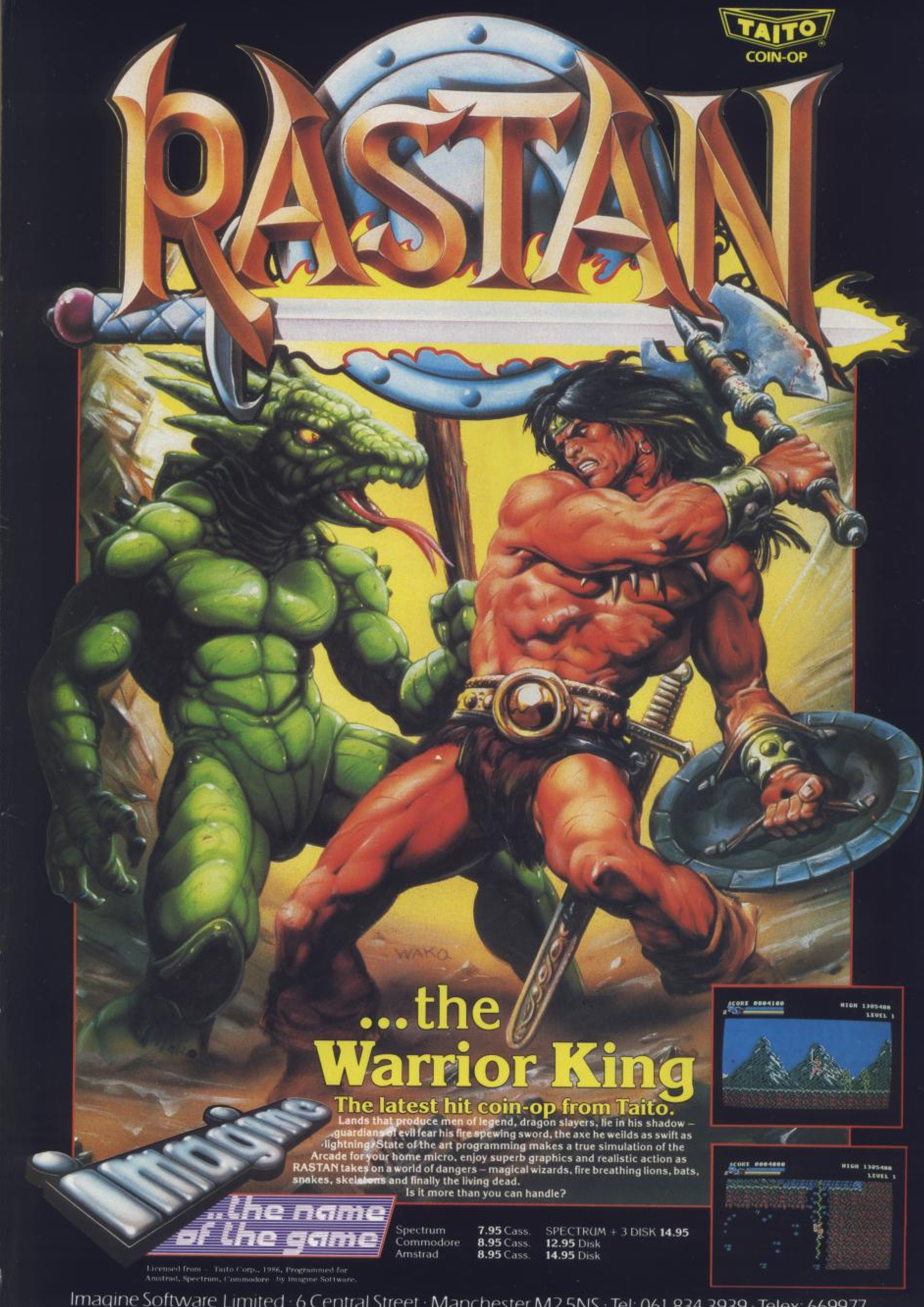
Golden Gusset

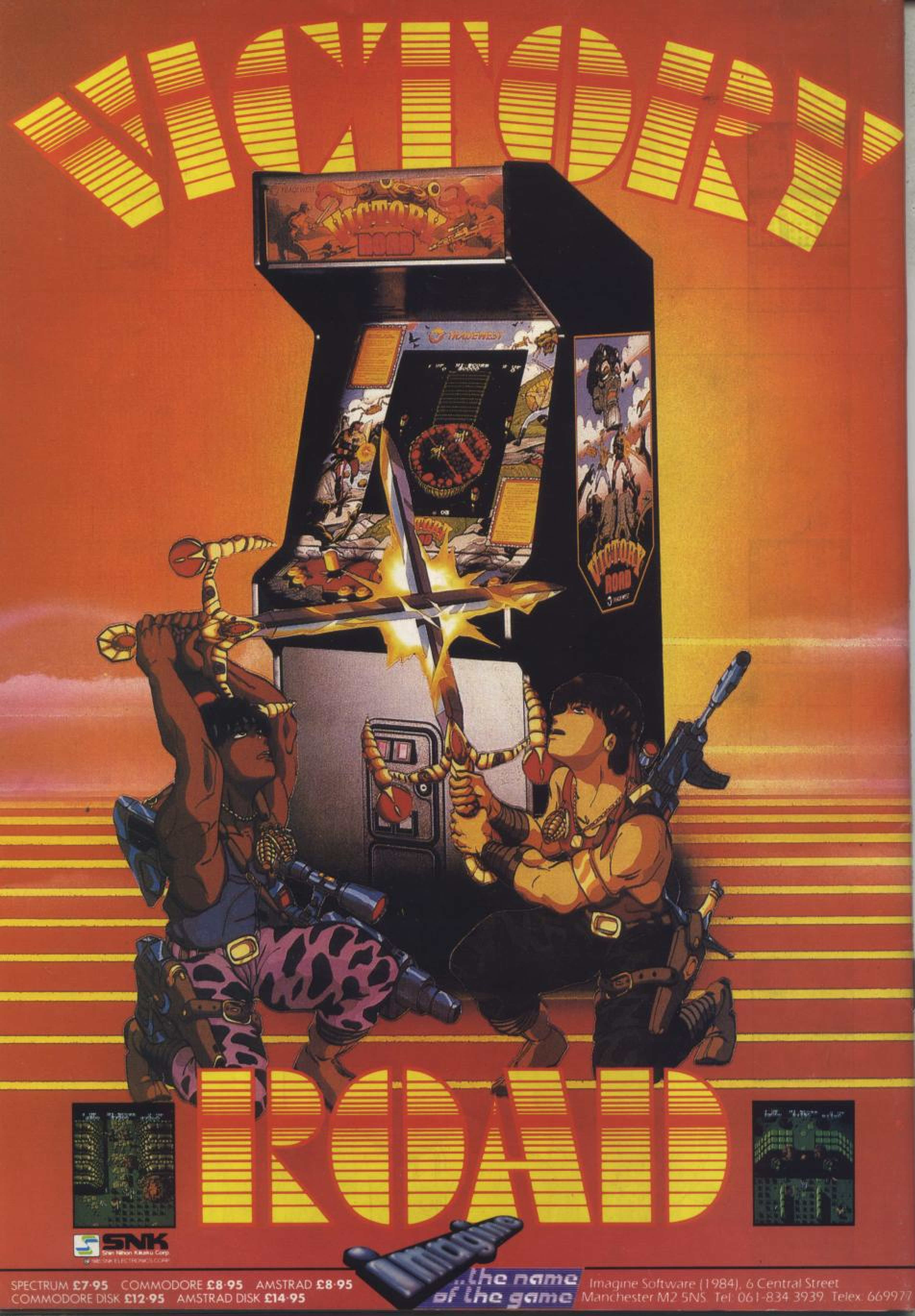
Kippers started life as office tea boy but owing to his inability to brew a decent cup, was demoted to Ed, then Man Ed, then Pain in the . . . Ed and finally Pub. We nipped in just before last orders to present him with a leaving present . . . a pair of 22 carat Y-fronts. Yes, the legendary *YS* Golden Gusset.

Overcome by alcohol . . . sorry, emotion, Kippers said, "Whenever I wear them I shall think of you all and I really look forward to taking up my new post on *Razzleoowhatagiveaway!*"

December: High probability of Christmas. Parties. More parties. Whash tha'? A par'y! Where? I wake up nursing a hangover in Castle Rathbone. Two hours to my deadline. What shall I write? I know . . .

January 1989 shoud be a good one for the . . . (Zzzzzz!)


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